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THE #1 VIDEO GAME MAGAZINE

It's Sonic The Hedgehog!

New For the Genesis. Will He Leave Mario in the Dust?

16-Bit Buyer's Guide!

Plus Reviews on:
TV Sports Basketball
Fatal Labyrinth • Star Control
James Pond

New For Your Nintendo!

Uninvited • Monopoly
Lone Ranger
Rocketeer
V.I.C.E.

An IDG Communications Publication

June 1991
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HEY LOOK! It's GamePro's Blow-Out Anniversary Issue!

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THE #1 VIDEO GAME MAGAZINE

Bugs Bunny™ In Crazy Castle II!

Hare Again For Your Game Boy!

See Pg. 52

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Fatal Labyrinth • James Pond

New For Nintendo!

Uninvited
Monopoly
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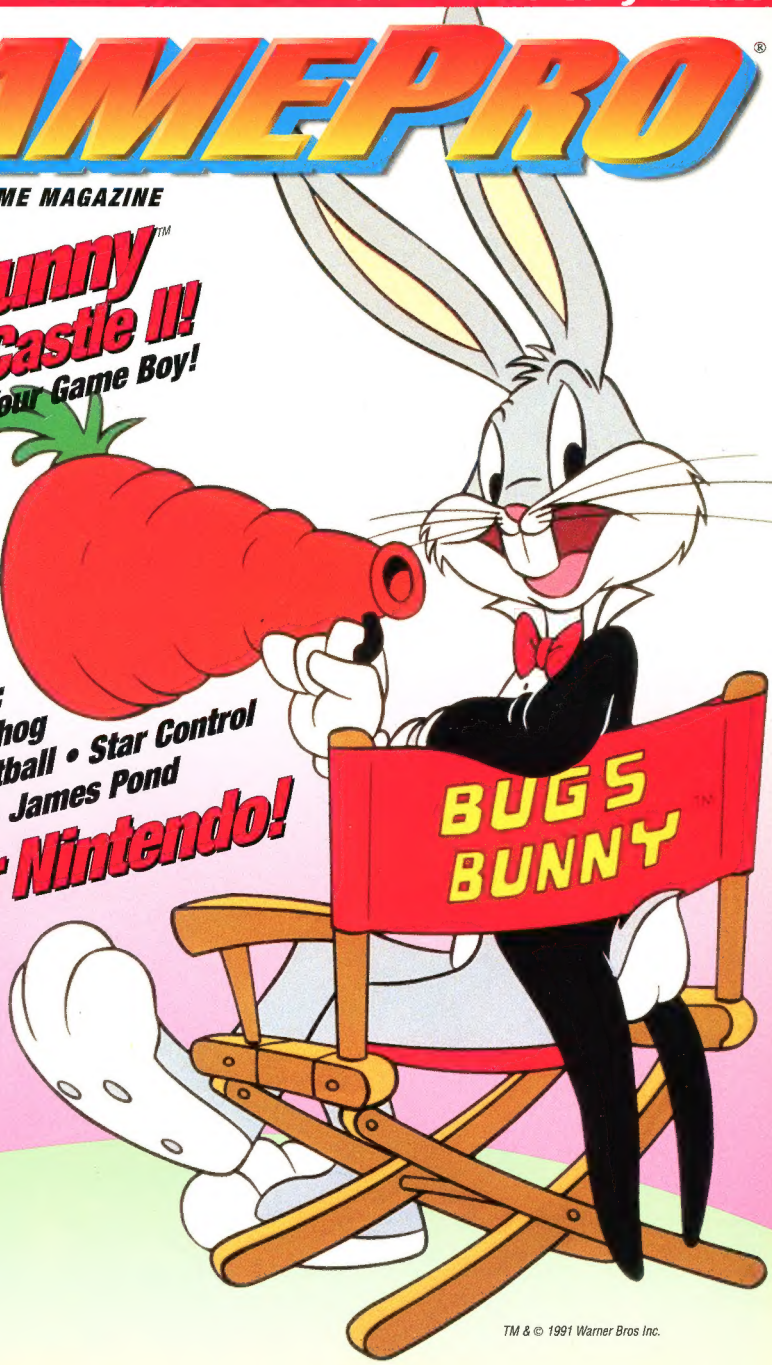
V.I.C.E.
Lone Ranger



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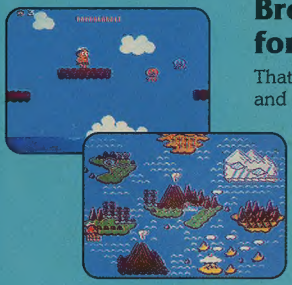

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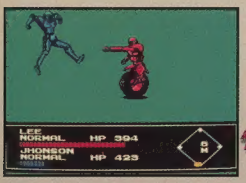

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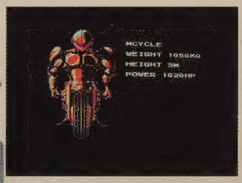

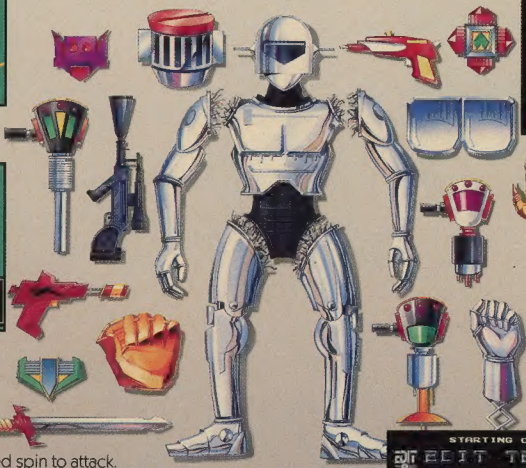

YOUR TEAMS ARE AT YOUR COMMAND

- Name your own teams and robots, set the line-up, assign field positions, even determine which robots are right-handers and southpaws.
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Flying Warriors Chapter 7

Follow Rick and his friends in their latest adventure in the Light Dimension beginning on page 40A.

What's up, Doc? Bugs Bunny Crazy Castle II. See page 52.

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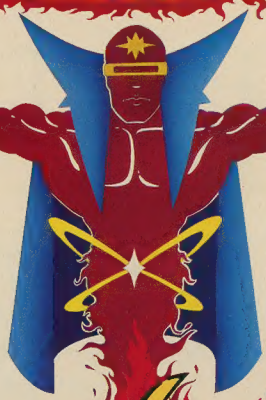

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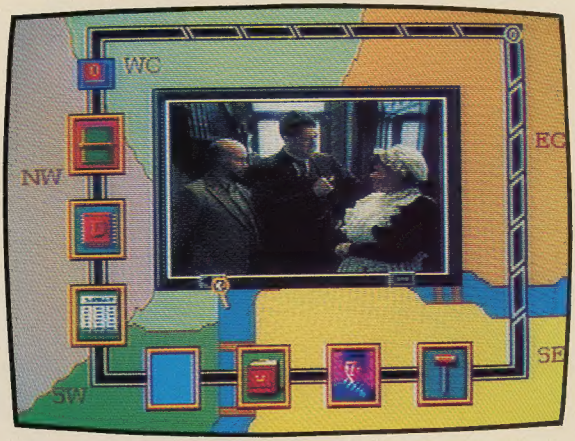

Holmes and Watson question the maid. Will she come clean?

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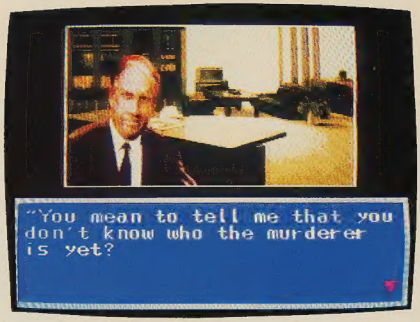
For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them. In **Sherlock Holmes, Consulting Detective**, you question suspects and search for clues to three bewildering

You'd look silly too if you had just seen an ant the size of a nuclear reactor.



This murder is so shocking that even your host is losing sleep. Not to mention his hair.

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"Kamel awesome monsters!" —Aaron Van Steven, Game Tester

"If you liked 'Ghouls', 'Stormlord' will blow you away!" —Barrett Ryals, Game Tester

4 Megabit
16 Bit Graphics

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This Game Has Not Yet Been Rated

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We're Only Two Years Old!

By the GamePros

Welcome to GamePro's Second Anniversary issue! That's right, the big 0-2! We first started pounding on our keyboards and our control pads to bring you GamePro magazine in 1989. It's been fun so far, but now it's time for a change. So, flip through this issue of GamePro and scope out our new look!

We're revamping GamePro in direct response to your requests for more product coverage. And we all know there are more games and game systems on the way!

That's right. Despite the current doldrums in the industry caused in part by the economic times and the impending introduction of the Nintendo16-bit system, video games aren't disappearing into the sunset, they're just getting better!

Are 8-bit systems becoming obsolete? No way, Jose. You saw how Battletoads pushed the boundaries of 8-bit programming and game design in our last issue, now take a look at three rock-solid games: Konami's Lone Ranger, American Sammy's V.I.C.E., and Bandai's The Rocketeer this issue. Is the NES merely an outstanding game system? We aren't so sure any more since we took a drawing lesson with Videomation by T.H.Q. in The Cutting Edge. Carts like those will keep NES owners pumped up, and now Master System die-hards have Strider (the "real" Strider, Nintendo-ites) hot from the arcades for their 8-bit hardware.

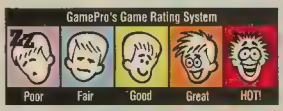
What's up for handhelds, Doc? Bugs Bunny Crazy Castle II (Kemco-Seika) for the Game Boy looks good. And, if you plan to add some color to your life, the Atari Lynx has some excellent games soon-to-be-released. See our reviews of Warbirds and Crystal Mines II. And we've got our first Game Gear Pro Review, an intricate sword and sorcery game, Dragon Crystal, from Sega.

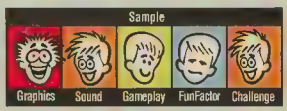
The 16-bit battle is heating up and Nintendo hasn't even made its play yet. Even as the Big N prepares to stake a claim on the Genesis turf, Sega's leaping to new heights with the eye-popping Sonic the Hedgehog, and Accolade's producing excellent Genesis games such as Star Control under its new Ballistic label. Since these two great carts aren't all the Genesis has up its sleeve, we've got an end-of-the-year preview guide in this issue, which should make every Genesis jockey's thumbs twitch.

You TurboGrafx-16 Faithful wondering where all the new TurboChips have gone? NEC scores big with TV Sports Basketball, a great hoops simulation game!

We're hyped about the future of video gaming, GamePros; there's more stuff out there than we have pages in the mag. We're trying different ways to fit it all in over the next few issues, so let us know what you think. As always, your feedback is important to GamePro.

Well, how do you like us so far? (Okay, sharp-eyed Pros, did you notice we refer to our game reviews as "Pro Reviews" and not "ProViews" as we normally do? There's a reason. More about that next issue!)





Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** Hot = Turn up the volume! Poor = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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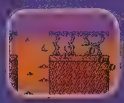

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Waiting for the 16-bit NES

A while back GamePro asked for comments on the new 16-bit Nintendo, so here's my two-cents worth. I think Nintendo is very smart in bringing a 16-bit system to the U.S. With the advanced graphics, sound, and playability, it's sure to be fantastic. I've already saved $200 for the system, and I'll buy one the second it gets here.

I'm sure that Nintendo and its licensees will continue to make an abundance of 8-bit games to please people that own a regular NES. But at the same time, people that want the advanced technology from Nintendo can have it. The only thing that worries me are the prices of 16-bit Nintendo games. I hope they aren't outrageously high. Once games get past the $60 mark, I'm more reluctant to buy them unless they're very, very good. Frankly, I can't wait for the system to arrive!

Craig Majaski, Royalton, MN

When the "Super NES" arrives will you add it to your ProView sections? I want to keep up with the new releases for what will be the biggest-selling video game system ever – at least that's what I think. Also, will you continue to show us games for the Super Famicom in Japan in Overseas ProSpects?

Ray Smith, Livermore, KY

(Absolutely! We plan to give the new 16-bit Nintendo plenty of coverage when it makes its American debut next Fall. As for the Super Famicom, yes, we will definitely continue tapping into the Japanese scene to bring you info on the latest and greatest titles from overseas – Ed.)

Four-player Turtles for the Genesis?

In the April issue of GamePro you mentioned that Nintendo dropped their exclusivity clause. Would this make it possible for Konami to make Teenage Mutant Ninja Turtles: The Arcade Game for the Genesis using a four player, simultaneous thing-a-ma-bob like the Nintendo Satellite?

Mike Aparicio, Evanston, IL

(That's an exciting idea! Our Konami connections won't confirm that this may happen, but they're not denying it either. We'll keep you posted when we get the final word. – Ed.)

A ProChallenge Proponent

I'm writing about the ProChallenge Board. It hasn't been in the past three or four issues. Are you putting it back in? I enjoy trying to beat the scores.

Shaun Reynolds, Columbus Junction, IA

(You're not alone, Shaun. Many of our readers are wondering why the ProChallenge Board keeps disappearing. Here's the scoop. There are lots of hot titles and systems on the market and because we want to cover as much as we can about all of them, sometimes we borrow the ProChallenge pages and use them for additional coverage on something else. To save you any further concern and confusion, we've decided to give the ProChallenge Board a permanent home in our special S.W.A.T. issues which will appear several times each year. Keep your eyes peeled for S.W.A.T. specials and, more importantly, keep those high scores coming! – Ed.)

Who Made the Team?

In your January '91 issue you invited the GamePro readers to write in and join the GamePro Team. Well, what happened?! I wrote to you guys over two months ago and I haven't seen or heard a thing since! Did you choose the team yet? Did I make the cut? What's going on, I'm dying to know!

Garrett Kenna, San Francisco, CA.

(Hang in there, Garrett. We received so many awesome applications to join the GamePro team, it took us several months to go through them all – Whew! It's been rough, but we've finally managed to make our team selection, and we're going to share the results with our readers in our upcoming July '91 issue. Good luck! – Ed.)

Game Genie and Super Famicom S.W.A.T.

I think your mag is the best in the market. You have everything from tons of ProViews to Hot at the Arcades. Just one suggestion, how about an extra S.W.A.T. page in every (or every other) issue for the few people who own the Game Genie and the Super Famicom. I know there must be tricks and codes for Super Mario Bros. 2 and 3. So, how about it?

Jason Wong, Lynbrook, NY

(By the time this issue hits the shelves, the folks at Nintendo and Galoob Toys, the makers of the Game Genie, will have completed their court battle. Though we can't say for sure, should Galoob emerge victorious, GamePro will definitely consider publishing Genie codes. (After all, we use ours whenever we can.) As for the Super Famicom, well, it's simply a matter of time. Once the system hits the market and we get our hands on some Famicom codes, rest assured, they'll start cropping up in the S.W.A.T. section. – Ed.)

Multi-game Carts?

I have heard rumors from my friends about NES cartridges that let you play 32, 52, and 92 games. Is there such a thing, and if there is, where can I get one?

Eric Lopez, The Bronx, NY

(Yes, these multi-game carts do exist, though the ones that are here are all illegal imports from overseas. The first legal multi-game cart, the "Gold Plus/Quattro," with four 512K games will be produced by Camerica (see ProNews Report May '91) and will be released within the next 12 months. – Ed.)

An Overseas Pro Reports

On Veneto Street, near the U.S. embassy, there's a shop that specializes in foreign magazines; they usually have American computer mags but nothing about video games! Two weeks ago, to my great surprise, I found the January issue of GamePro. I really think your mag is amazing, every page is colorful and the rating system is a good idea. Thanks!

Magdy Reda, Rome, Italy

(Grazie (thanks) – it's nice to hear that GamePro's pleasing gamers all over the world! – Ed.)

So, Tell Us What You Think.

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By the Whizz

Videomation for Nintendo Artists

Tired of destroying, pillaging, and wasting vast video vistas? Videomation is a cart, fresh from THQ, that enables you to create beautiful art and graphics with the NES. What a concept! Just plug in the Videomation cart and use the regular control pad to draw, design, sketch, shape, color, and even animate.

NES art!

Cool Tools

Videomation provides you with 8 simple drawing tools – Arrow, Pencil, Line, Square, Circle, Eraser, Paint Bucket. The Arrow Tool enables you to draw anything, lines or curves, freehand. The Pencil draws straight lines. The Line Tool automatically draws lines between two points on the the screen. With the Square Tool you can create squares and rectangles and pull them out to any size you want. For circles and ellipses use the Circle Tool. Like the Square Tool, the Circle enables you to "stretch" images to make them larger. The Eraser is just that, and you'll probably use it alot. If you haven't already figured out that you can use all these great tools together to create just about any image you want, you aren't an artist – yet.

When your picture is ready for a splash of color pull out the Paint Bucket. There are 13 color palettes to choose from, with 10 colors in every palette. Each palette consists of 4 solid colors and 6 patterns. Some have colors that cycle, that is, they produce special visual effects by automatically flowing through a range of colors or blinking on and off.

Want more? There are 36 stamps, predrawn images that include the letters of the alphabet and numbers. That way you can make a holiday greeting card or sign your name and a date to a drawing.

If you really want to make your pix move, there are 8 animated objects including a bird, a plane, a kid in a car, and a girl with a jump rope. You can make them move in preset patterns such as an oval or back and forth across the screen. You can also trace a path with the cursor and they'll follow it.

How do you save your art work for posterity? Video tape and a VCR!

It's a Masterpiece

It will take time to master Videomation's controller-based drawing technique and the paint palettes seem a little odd at first, but once you start drawing pictures on-screen you may become an art lover in no time. Can a 16-bit paint program be far behind? Not too, says THQ!

Have Seat, Will Travel

Are your arms getting a little muscle bound, fellow gamesters? Here are a couple of controllers that give your whole body a work out.

Power 10 Hot Seat

If not for the game controller on one of the armrests, the Hot Seat from Power 10 could pass for just another piece of high-tech, mod furniture. This cushy controller seat for the NES pivots around on a solid circular base. The game controls are located in a slick-looking, one-handed controller, which is anchored to the chair's armrest on the right side. You get thumb and finger triggers, which both have turbo fire. A dual LED trigger indicator jazzes up the action a little.

The Simulator 1

The folks at Simulator Technology say using the Simulator 1 is "like sitting on a joystick," and that's not as funny as it sounds. This one suspends you totally off the ground! You hang on to two control handles, which house all the fire buttons, on either side of the seat, and slide your feet onto a special footrest. There are four heavy-duty snap-action microswitches built into the base connected to a solid rubber suspension system. The NES version retails for $189 and Genesis and Turbo-Grafx-16 versions are due out this summer. A Simulator 1 for the 16-bit NES? You bet.

Have a seat with the Simulator 1.

Continued on page 16.

TRAX™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

Zaniest bunch of enemies ever! And they said it could only happen on big screen! It's a head-to-head battle through the Grasslands, the Desert Base, and the Cave Base on your way to the Capitol City and the Master Tank Maker himself!

• Four big levels in the Main Game, twelve different layouts in the Multi Game, each with a different terrain and cast of unusual opponents. • Continue feature and varied sound track for hours of fun. • Handicap feature in Multi Play mode evens out the competition. • Fun graphics and exciting game play.

Lots of play options!

1. Single play action against Akuda and his entire Clown Force.
2. One-on-one play against a friend using a Game Link cable.
3. Head-to-head against your Game Boy™ and its own group of tanks.
4. Up to four players in direct competition using the Nintendo Four Player Adapter.

So grab your Game Boy™ and make TRAX!™

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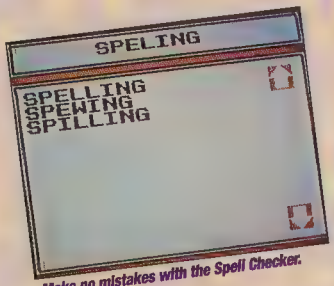
Acemore Pads Its Future

The Look-Ma-No-Wires Crew at Acemore is at it again. They were the first to put together wireless controllers for the Sega Genesis and the TurboGrafx-16 (see "You're in Control," GamePro, December 1990). Now they're poised to jump out there for the 16-bit NES. The Acemore Freedom Joypad package includes one wireless controller and an infrared receiving unit. The control pad packs the same set of controls as the standard 16-bit NES control pad, but has rapid fire, too. It looks something like a regular Genesis controller, and in fact Acemore has Genesis and TurboGrafx-16 versions coming too. Okay, that's the basics. Now get this. On the drawing boards is another Freedom Joypad that can be used with 8-bit AND 16-bit NES systems! Stay tuned.

The Game Boy Grows Up

GameTek's InfoGenius informational software series transforms the Game Boy from portable plaything to portable office tool. The five InfoGenius reference products are based on top-of-the-line reference sources such as "The American Heritage Dictionary," Berlitz language translators by Microlytics, and Frommer's travel guides. The software is packed into regular-sized Game Boy carts with an on-screen keyboard interface.

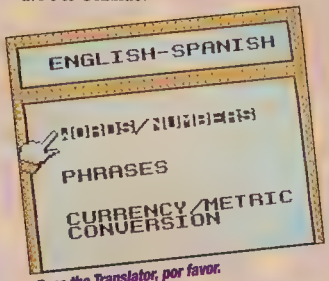
Keep your life and beyond together with the InfoGenius Personal Organizer, which enables users to enter daily appointments for over one hundred years! Also included are a notepad, a calculator, an address book and telephone directory, a world time clock, and a national list of toll-free 800 numbers.



Make no mistakes with the Spell Checker.

The InfoGenius Spell Checker and Calculator helps you spell it right by listing over 60,000 of the most-commonly mispelled words (oops, like "misspelled") in a 1 meg cart.

The 2 meg InfoGenius Travel Guide lists the latest 1991 info on hotels, restaurants, tourist attractions, sport and recreation activities, and nightlife for 15 "most-travelled" cities in the U.S from Honolulu through Santa Fe to Orlando.



Pass the Translator, por favor.

The InfoGenius Spanish/English Translator and the InfoGenius French/English Translator list over 12,000 words and over 300-related phrases, in English and French or Spanish, that are organized into travel-related categories such as restaurants, hotels, and shopping.

Also in the works are a 2 meg mini-encyclopedia and Japanese, German, and Italian translators.

GameTek isn't trying to take the fun out of the Game Boy, kids, but hide your portable from your parents anyway. The carts retail for $39.95.

BE HAPP-Y
HAPP Competition PRO Control Pads
"THE COMPETITION PRO IS A WINNER . . . IT'S A BARGAIN . . . WORTH EVERY PENNY."
GAMEPRO DEC. 1990
Available at Toys 'R Us, Electronics Boutique, and wherever HAPP CONTROL PADS and JOYSTICKS are sold, or call HAPP for your nearest retailer.
$24.95 sug. retail
Can't find HAPP?
Call or write HAPP CONTROLS, INC.
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NEW—WITH SLO MOTION!
SEGA GENESIS PROFESSIONAL CONTROL PAD
Slow motion and rapid fire. Individual turbo switches for each button. Blow away your competition. Get HAPP and be HAPP-y.
WITH AUTO FIRE!
NINTENDO PROFESSIONAL CONTROL PAD
Slow motion and rapid fire, including auto fire. Drive your competition mad. Get HAPP and be HAPP-y.
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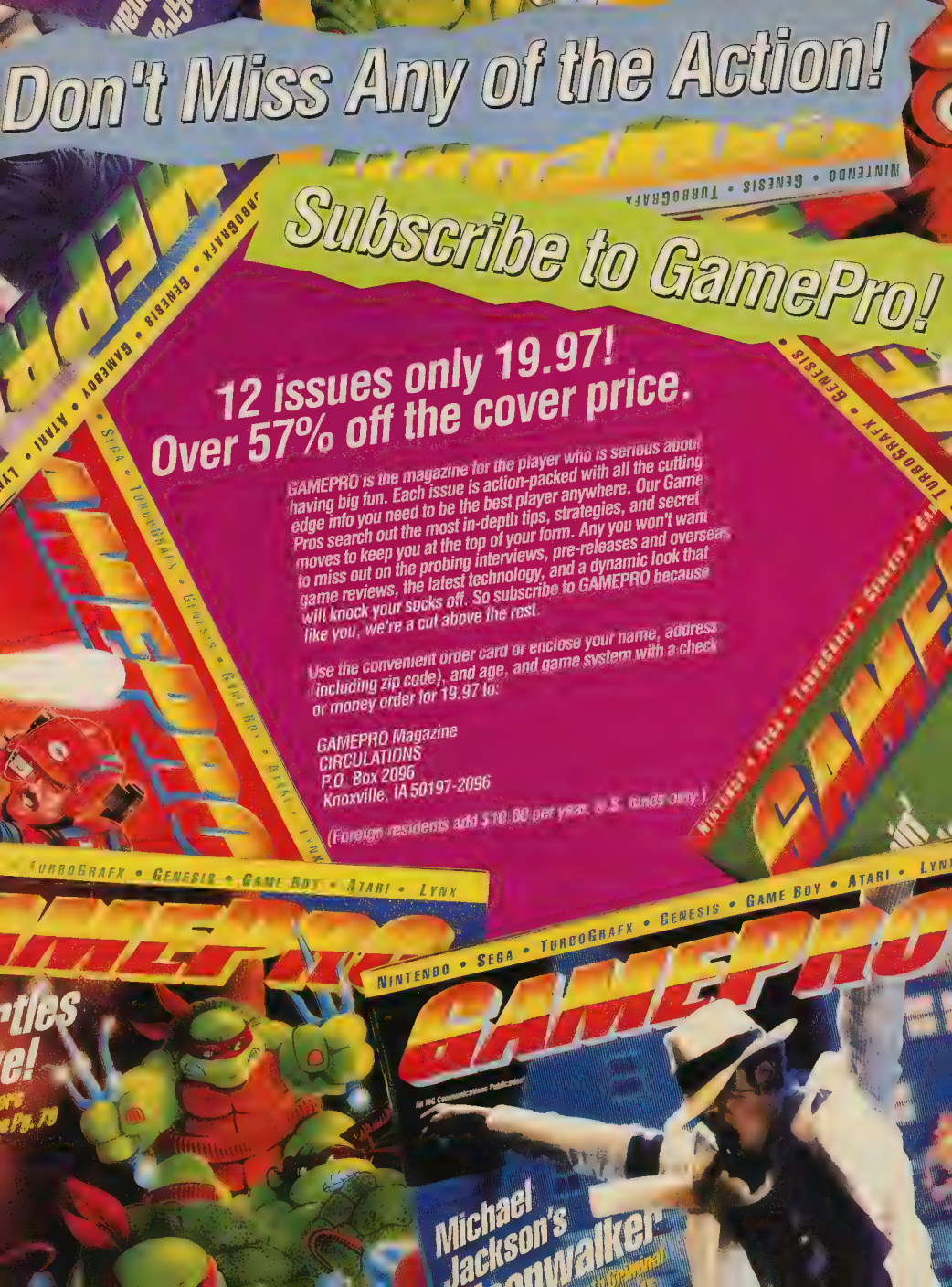

GAMEPRO

Chapter 20: EARTHBOUND! Part 1

Alex West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a **reality**! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO – the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: GamePro was searching for Evil Darklings in the world of **Bonk's Adventure** when Zardoth alerted him to a terrible turn of events! In another part of the Video Dimension, the Evil Darklings had located an "interdimensional hole" which was created when Zardoth first snatched Alex into the Video Dimension! At the other end of the hole, was the TV set in Alex's apartment through which he was transported. The Evil Darklings had constructed their own interdimensional transporter and successfully teleported the newly reprogrammed Stalker to Earth! Once on Earth, Stalker will initiate the Evil Darklings sinister plans to conquer Earth! Helpless, GamePro could only stand and stare at the alien moon on which Zardoth projected what was occurring that moment on Earth!

BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE OF PRINCESS BLOBETTE™

New For GAME BOY

That's right, jelly bean-loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy. This time [illegible] exploits take [illegible] Castle of Blobolonia, on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret rooms, clever traps and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help the intrepid pair get past just about anything the Alchemist can conjure up.

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Approval!

A BOY AND HIS BLOB™

ABSOLUTE ENTERTAINMENT

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YOU KNOW MAN IN MOON?
UH... YEAH...
...THAT WAS ZARDOTH! HE'S A FRIEND OF MINE! YOU CAN TRUST HIM!!
WHAT IS EVIL DARKS?
THAT'S EVIL DARKLINGS! THEY ARE A NASTY RACE OF CREATURES CAUSING LOTS OF TROUBLE FOR EVERYONE IN THE VIDEO DIMENSION!
THEY BAD LIKE KING DROOL?
WORSE!
KING DROOL TAKE PRINCESS ZA! WILL EVIL DARKS ALSO TAKE PRINCESS ZA?
I HOPE NOT! THATS WHY WE MUST STOP THEM!
BONK WILL BONK THE EVIL DARKS!
THAT'S THE SPIRIT!
BUT FIRST...
ZARDOTH TOLD ME TO POWER-UP...
SHRZAK!
WOW!
...AND FLOWERS ARE THE BEST SOURCE! RED ONES HIDE MEAT AND THE GREEN ONES HIDE ENERGY CRYSTALS!...
FOOD!
FULLY POWERED UP, GAMEPRO AND BONK RACE THEIR WAY THROUGH THE FURTHER LEVELS OF BONK'S ADVENTURE. GAMEPRO USES ALL HIS GAMING SKILLS TO SPEED UP THEIR PROGRESS!
BONK THE ODD-COLORED BRICKS IN THE WALLS! THEY OFTEN HIDE SECRET WARPS AND POWER-UPS!
WHRAM
FREEZE YOUR ENEMIES BY BONKING THE GROUND WHEN YOU ARE POWERED-UP!
DONK
WE BOTH NEED TO POWER-UP IF WE'RE TO GET THROUGH THE UPPER LEVELS!
SHABBOOMM
JUMPING THIS BRIDGE IN LEVEL THREE OPENS A WARP THAT'LL SEND US TO A HIGHER LEVEL!
FZZZASH!
MEANWHILE, BACK ON EARTH...

GO! GO! TANK
OFFICIAL GAME BOY
Fulfill your mission in helping the tank reach its goal. It's non-stop scrambling fun with the most unique game ever. Go! Go! Tank!
GAME BOY
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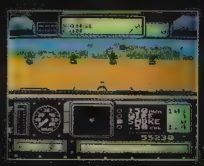
...AT THAT MOMENT ON EARTH...
...ALIVE! I'M ALIVE!
I HAVE ARRIVED ON EARTH!
GRRRR
WHAT?
!
KLANG
YIPE YIPE YIPE
A CURIOUS CREATURE! I SHALL MAKE IT MY FIRST MEAL ON THIS PLANET!
STALKER! [SHHRKZZ]... ...WHAT IS YOUR... [SHHKZZZ]... ...STATUS?
THE TRANSPORT WAS A SUCCESS MY LORD!
I HEREBY CLAIM THIS PLANET IN YOUR NAME!
GREETINGS, DR. SSYTH!
[SHHRKKZZ]... YOU ARE TO MAINTAIN THIS EARTHLING DEVICE...[SHHRKZZ]... THE TRANSPORTER MUST RECHARGE... [SHHRKZZ]... BEFORE I CAN SEND THE OTHERS..[SHHRKZZ]...
UNDERSTOOD!
STANDING BY...
SO...! THIS IS EARTH!
I HAVE CROSSED THE ELECTROMAGNETIC BARRIERS BETWEEN THE VIDEO DIMENSION AND EARTH!
WE SHALL CONQUER THIS WORLD LIKE ALL THE OTHERS!
...IT SHALL BE ANOTHER JEWEL IN THE CROWN OF THE MIGHTY DARKLING EMPIRE!
DR. SSYTH WAS CORRECT! THIS PLANET ABOUNDS WITH ELECTROMAGNETIC ENERGY!
MY RETINAL SCANNERS SHOW THAT IT SEEPS THROUGH THE VERY WALLS OF THIS CHAMBER!
WITH SUCH ELECTRO-MAGNETIC POWER IN OUR GRASP...
...THE DARKLINGS EMPIRE WILL BECOME INVINCIBLE!!

BATTLE PROVEN. BATTLE READY. BATTLETANK™



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Ten different missions take you through punishing enemy terrain and pit you against such bloodthirsty enemy defenses as tanks, copters, machine-gun fire, and mines. Culminate later missions with pulse-pounding full-scale attacks on huge enemy strongholds.

A Satellite Radar Map, 150mm cannon, .50 caliber machine guns, smoke bombs, and wire-guided missiles help you complete your orders.

Designed by Garry Kitchen.

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SO, THIS IS THE LAIR OF ZARDOTH'S CURSED LACKEY!
EXCELLENT!
THE FOREMOST DIRECTIVE IN BATTLE IS TO KNOW ONE'S ENEMY...
...AND HOW BETTER...
...THAN TO WALK IN YOUR FOE'S HOME?
WHERE ONE CAN LEARN THEIR INNERMOST SECRETS...
...AND WEAKNESSES!
WEAKNESSES THAT WILL EMPOWER ME IN BATTLE!!
All my Love, Kelly
CRETIN! I SMELL YOUR FOUL PRESENCE AMONGST YOUR BELONGINGS!
YOU HAD GOOD FORTUNE WHEN YOU DEFEATED ME IN BATTLE...*
NEVER AGAIN!!
*SEE THE ADVENTURES OF GAMEPRO COMIC BOOK VOLUME 2!
BZZZZZZ
ALEX! IT'S ME! ...KELLY!
BUT, FROM NOW ON...THE GOOD FORTUNE IS ALL...
...MINE!
COME ON ALEX...!
WE'RE GOING TO BE LATE FOR THE SHOW!
BZZZZ
506
WHERE ARE YOU?
MEN!!
AHA! JUST AS I THOUGHT! ...NOT EVEN DRESSED!
OUR RESERVATION IS FOR EIGHT!
JUMP IN THE SHOWER AND I'LL IRON YOUR SHIRT!
WHY DO YOU ALWAYS DO THIS TO ME...?!
CLICK!
506
CONTINUED NEXT ISSUE!

Enjoy Hudson

"Do You, Sir Cucumber, Take This Princess As Your Lawfully Wedded Tomato...?"

PRINCESS TOMATO IN THE SALAD KINGDOM.

Tune in to the wackiest videotale ever told! The bride is ripe and the groom is ready. But will Sir Cucumber and Princess Tomato really live happily ever-after?

Or will Minister Pumpkin have his wicked way? Will he enslave the Salad Kingdom? Will he put Sir Cucumber on ice? Will our Princess wind up on the tip of a french fry?

The fate of the realm is in YOUR hands!

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NINTENDO PRO REVIEW

By Andromeda

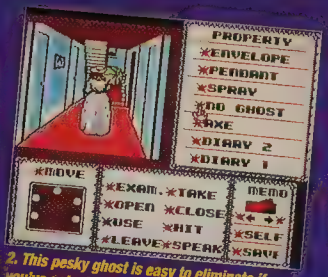
"Look out! The last thing you remember before blacking out is a shadowy figure appearing in the road in front of you. You heard your sister cry out as you swerved your car into this tree. You realize that you're alone. Your sister must have gone for help..."

Welcome to Uninvited, Kemco-Seika's latest mind-bending adventure in the tradition of its other hit games, Shadowgate and Déjà Vu.

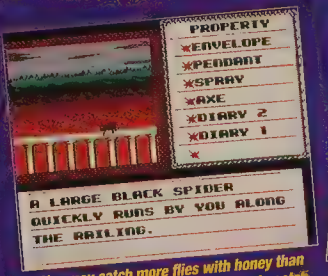
Uninvited "invites" you to search for your missing sister throughout a spooky, haunted mansion complete with ghosts and other ghoulish mysteries. This adventure role play title uses the same "point and click" interface as Shadowgate and Déjà Vu. Solving the phantom puzzle takes brain power as opposed to quick reflexes. However, aficionados of this video game genre may find that Uninvited doesn't quite live up to the standards set by Shadowgate and Déjà Vu, but, hey, if you like this kind of game you're still gonna' enjoy solving this mystery! To get you started here are a few clues:

GamePro Game Rating

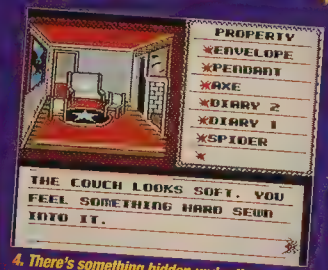
Uninvited by Kemco-Seika



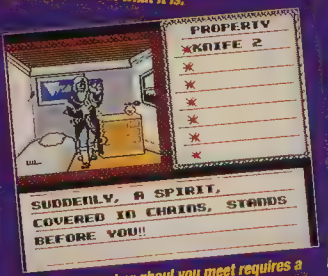
2. This pesky ghost is easy to eliminate if you've got a handy dandy bottle of "No Ghost" in your pocket. P.S. Don't forget to open the bottle or it won't work!



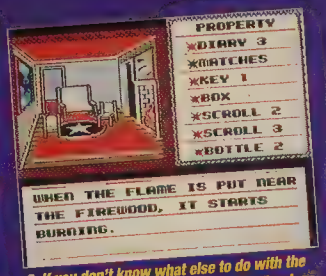
3. You may catch more flies with honey than vinegar, but you'll need Spider Cider to catch spiders.



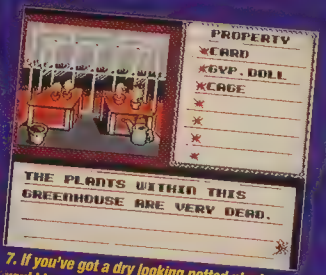
4. There's something hidden under the upholstery on the couch in the Foyer. Better find something sharp to use to slice the couch open and find out what it is.



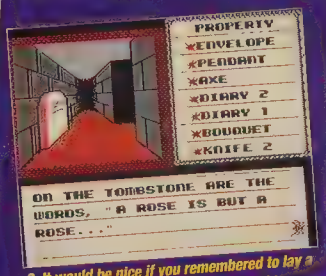
5. Every ghost or ghoul you meet requires a different plan of attack. This ghost looks like he might be afraid of spiders!



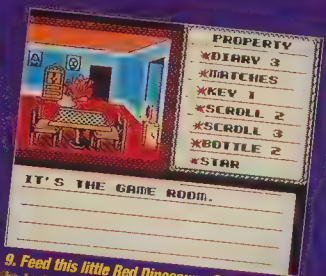
6. If you don't know what else to do with the Box, you might as well burn it in the Fireplace. Of course you'll need Matches to light a fire.



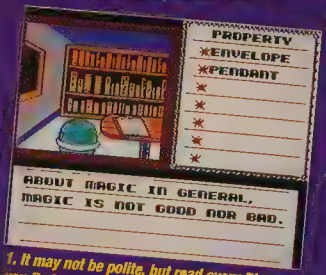
7. If you've got a dry looking potted plant, you'd better water it...and water it...and water it until it looks better. If you run out of water you'll just have to search for more.



8. It would be nice if you remembered to lay a Bouquet of flowers by this Tombstone.

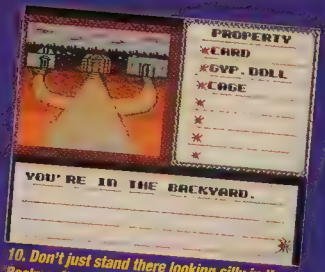


9. Feed this little Red Dinosaur a Cookie and he just might have a surprise for you.



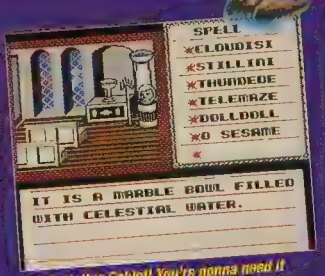
1. It may not be polite, but read every Diary you find. You'll learn important clues to the mystery.

UNINVITED



10. Don't just stand there looking silly in the Backyard. Jump right into the middle of things.

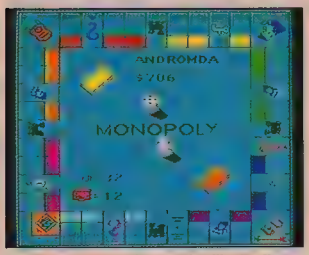
11. You never know when a Cage [illegible] come in handy, say to trap a Bird or [illegible] other animal.



12. Grab this Goblet! You're gonna need it later on!

By Andromeda

Ever wondered what it would be like to be Donald Trump? Well, in Monopoly by Parker Brothers, Trump Plaza isn't on the auction block, but you and up to seven other financial wizards can wheel and deal real estate properties such as Boardwalk and Marvin Gardens.



The Monopoly board covers familiar territory.

Monopoly Rules!

All of the features that made Monopoly a world-renowned, classic board game are packed into this cart. Just in case you've been living in a cave for the last 50 years, the object of Monopoly is to make a lot of money and drive your opponents into bankruptcy court. You do this by buying, selling, and trading property, developing it by building houses and hotels, and then charging outrageous rents that your opponents can't afford. The NES version follows standard Monopoly rules (contained in a humongous manual) with a few special tournament rules thrown in for added challenge.

PROTIP: Take advantage of Auctions. You can often purchase property cheaply if other players are short of cash. Even if your funds are low, bid the limit to push the price of auctioned properties as high as possible – after all you don't want your opponents picking up Boardwalk for $50!

Monopoly regulars will recognize the board, the playing pieces, and, of course, rich Uncle Pennybags, who appears beautifully animated on Chance and Community Chest cards as well as in Jail!

Ride the Reading Railroad

So why play this video version instead of the board game? Well, for starters how about animated playing pieces that hop (the Hat), walk (the Dog), and zoom (the Car) around the playing board? You also get eight different computer competitors.

Take a ride on the Reading Railroad!

PROTIP: The computer players play pretty much the same. Human players are a lot more fun and unpredictable!

NES Monopoly also features some slick enhancements. A special Wheel and Deal mode enables advanced entrepreneurs to step right into the middle of one of eight different advanced four-player game scenarios. Use the Game Editor to return to an unfinished game or design your own game scenario. You can even set time limits on a game and dole out property in advance. Of course, the computer manages all the banking, leaving your brain free to ponder ways to put your opponents out of business.

PROTIP: You can't customize the game or the rules. For example, you can't make landing on Free Parking net you all the money in the bank.

Big bucks make big winners.

Take a Walk on Boardwalk

Great graphics and authentic gameplay make this an excellent cart, but the real thing has perks that can't be reproduced. Monopoly purists will miss the feel of a crisp role of bills in the palm of their hand and the sight of those gorgeous red hotels piling up on Park Place.

If you're into video board games by all means take a walk on the video Boardwalk. But just remember...one bad roll can still mean "go directly to Jail, do not pass Go, and do not collect $200!"

Monopoly by Parker Brothers
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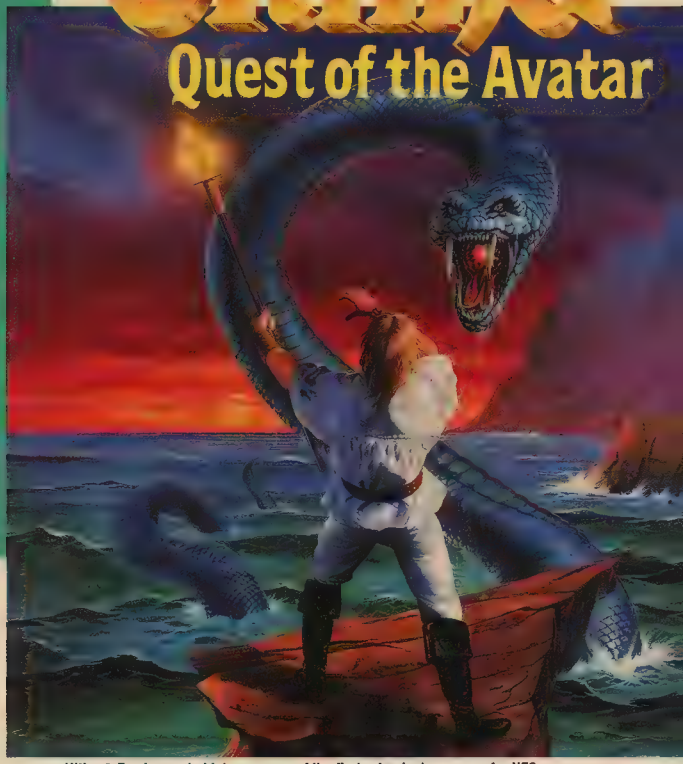
Ultima
Quest of the Avatar



Ultima® Exodus made history as one of the first role playing games for NES and won the coveted Role Playing Game of the Year* award. Now face a new challenge with the next game in the series, *Ultima® Quest of the Avatar*. At last, the ruthless Triad of Evil has been vanquished and peace reigns in the land. But darkness dwells in hidden places and in the hearts and minds of the peoples of the realm. The countryside is plagued by orcs, dragons, and long-dead wizards. Only an *Avatar*, a shining example of heroism, can destroy the monsters and conquer wickedness with his mastery of magic and weapons. Discover your personality traits in sophisticated tests of ethics and heroic virtue. Become the Avatar! Save Britannia! And master the challenges of the ultimate quest—the search for good within yourself. Get *Ultima, Quest of the Avatar*, the latest *real* role playing game from FCI.

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Not Just Kid Stuff

By Slasher Quan

My name is John Reid. I am the last of the Texas Rangers. Butch Cavendish and his gang murdered all the others, but I survived. I won't rest until Butch and his cohorts are ten feet under. They call me "The Lone Ranger."

Have Zapper, Will Travel

That's right, fellow gunslingers, thanks to Konami the Lone Ranger rides again on an NES near you. In this episode, Butch has kidnapped the President!

Shoot straight, Kemosahbee!

For authentic Old West action use the Zapper or go high-tech with Konami's own LaserScope, but an ordinary control pad is an acceptable substitute.

PROTIP: It's the oldest trick in the book, but it works: hold the Zapper right up to the screen. You (almost) can't miss!

A Radical Roundup

Like another famous Konami shoot-to-thrill cart, Bayou Billy, The Lone Ranger features several different viewpoints. The bulk of the game takes place in an angled overhead perspective similar to Snake's Revenge. Inside caves, hideouts, and other important areas, the screen mimics Rolling Thunder's side-view, horizontally-scrolling display. Finally, you get 3-D Zapper mazes like Operation Wolf. Individually none of these scenes stands out, but together they form a fairly entertaining contest.

First person gunfighting occurs in mazes and at the shooting gallery.

PROTIP: In the first-person labyrinths, you can shoot stuff out of the air.

PROTIP: If you run into gangs in an open field, sprint down the left side and you'll escape without a scuffle.

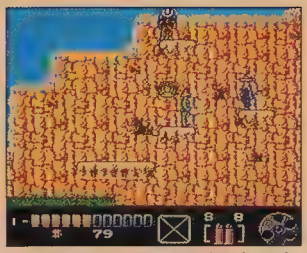
PROTIP: How can a six-shooter be a machine gun? Rapid-fire! Use it against the boss dudes in the side-view sections.

A Good Deed a Day....

Your journey takes you through eight areas, each with a deed to be done or a mystery to be solved. Other than your sidekick, Tonto, who just offers advice and passwords, and of course Silver, you're on your own against a relentless force of villains. You combat these renegades with a standard six-shooter, TNT, and of course your bare knuckles. Rifles and extra ammo (including silver bullets) are on sale at gun shops. Fortunately, Tonto imparts a password after every area.

PROTIP: Don't waste your scratch on a train ticket from Tucson to Carson City – take a hike.

PROTIP: If a civilian asks, "Do you want to hear what I have to say?" but then babbles on about nothing special, it means you have to do something.



Side view shootouts means the boss is near!

The Mild, Wild West

Taken for what it is, an adventure cart with some nifty diversions and options, The Lone Ranger offers up enough run 'n gun action to keep Cowboy-wannabees satisfied. However, there's nothing overwhelming about the game's visuals, and while the occasional "Hiyo Silver" voice-over accompanied by the theme song (the "William Tell Overture," of course) are enough to make anyone's pulse pound, some of the tunes are downright cheesy. Still, maybe you're just the 'Pro to bring law and order to the video frontier. Saddle up, Masked Man!

GamePro Game Rating

The Lone Ranger by Konami
$49.95 – Available May '91
3 megs + MMC3

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TRADEWEST

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By Rat Rat

VICE: Project Doom from American Sammy is sort of "Ghostbusters II" meets "Aliens." Earthbound extraterrestrials are secretly synthesizing a potent noon-green gel for nourishment. After discovering its intoxicating effect, humans go ga-ga over the goo even though long-term abuse proves fatal. The aliens have decided to crash in big time, and now the world has a massive "Green Gel" problem.

Vice, Vice Baby

Enter Officer Hart, too late to be assigned to squash the gel. You've got some allies, but since this is a single-player action/adventure game, you (as Hart) do all the dirty work. Then, as if things weren't already grim, you discover you're an alien clone...and that isn't the worst of it.

Ninja Gaiden III?

No, but this game sure [illegible] From the inter-stage cinema sequences to a lightning-filled train ride, VICE looks and feels like the NES ninja king itself. In fact, Ninja Gaiden isn't the only game that VICE recalls. There's a Spy Hunter-

Close-up gunfights get personal!

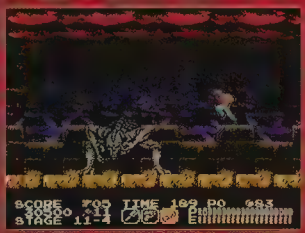
type vertically-scrolling, overhead view, automobile shoot-em-up and a first person gunfight a la Operation Wolf and Golgo 13.

PROTIP: You can't do this in Ninja Gaiden. Hold down Lower Left or Lower Right to run and duck under enfire.

This is all good, but on its own VICE matches those action/adventure carts. The hard-boiled storyline has more twists than Chubby Checker and leads to a very surprising conclusion. The sounds are passable, and the music's almost catchy.

Tough-talk from a tough cart.

The slick, side-view, multi-scrolling graphics including the sharp between-stage story sequences are as good as they come, even though you invade the usual video hideouts including rooftop, construction sights, a research lab, a jungle, and sewers.



VICE's multi-scrolling graphics are great!

But you're here for action not sightseeing anyway. The fighting's steady, and crossing in the bosses and the obstacles

[illegible] in the slash and slash your way through 11 dangerous stages and 15 sub-stages.

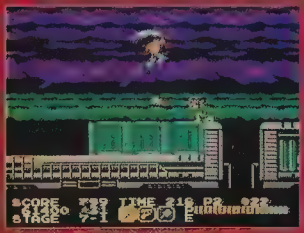
PROTIP: To send Rat Man back into the Stage Two sewers, move in close and attack with the whip or the gun. Then dodge the steel girders he throws and toss a grenade at him.

PROTIP: Beat the Stage 5 Varokin robot by whipping its missiles and striking him before he flies away.

PROTIP: To avoid Kawke's gunshots on Stage 10, duck down and rush him as you shoot. Duck before he fires or he'll duck, too. Don't get too close or he'll slash you.

Fight the Power

Your main weapon is a wicked [illegible] whip, and you also pack a Magnum [illegible] and some Handgrenades. And you'd better learn when to use them. The alien



Be aggressive as you "whip" the aliens.

gang features innumerable mutant animals, robots, and misguided martial artists. But every time you waste a bad guy you get supplies such as bullets, grenades, or coins for extra lives.

PROTIP: This oldie works. Load up with stuff by beating a "thing," grabbing its valuables, backing up, and beating it again.

VICE Is Nice

Actually VICE is more than nice – it's superb. The intriguing story sequences keep you interested, and the excellent action keeps you on your toes. If it seems easy at first, hang in there – there are enough challenges to make VICE a good hack.

VICE: Project Doom by American Sammy
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By The Spam Weasel

Ace pilot Cliff Secord is blasting his way into theaters all across America this summer as the "Rocketeer," a 1930's hero devoted to the destruction of the enemy war movement (we're talking WWII here). Cliff was just a regular joe (actually a regular "Cliff") until he found a super rocket pack. With the pack and a rad costume and helmet, he becomes the Rocketeer, defender of justice and everything wholesome.

Cliff's girlfriend, Jenny (who qualifies as wholesome), has been kidnapped by the European movie star Neville Sinclair, an ally of the enemy war movement. Sinclair leads a gang of thugs and enemy military forces as they try to capture Cliff and his wonder pack. Sinclair wants to give the pack to enemy forces in Europe for use against U.S. allies there. What a maroon!

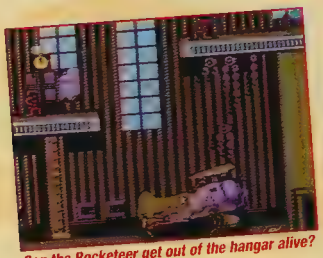
Armed with his fists, a pistol, a rifle, a spray gun, hand grenades, and a bazooka, the Rocketeer must traverse several enemy infested levels. Movie sequences run in between levels to keep you up-to-date on what's going down.

Rocketeer is coming from Bandai this month – just in time for the movie! It's airborne action for gamers into superhero roleplaying carts – and that's just about everyone!

Thugs surround Cliff Secord (a.k.a. The Rocketeer) and his pal, Peevy.

Bombs away! The Rocketeer gets machine from above.

The Rocketeer doing what he does best – rocketing.



Can the Rocketeer get out of the hangar alive?

The Bull Dog Cafe has more bark than bite... just don't eat the chili.

Rest in peace, Rocketeer.

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16-bit Gamer's Guide Part I

We all know there are several million 8-bit systems out there, but everyone's talking 16-bit games! Since there are so many, this month we'll preview the Genesis carts due out by the end of the year and follow up with TurboGrafx-16 games and Super NES carts later.

Genesis Carts: Only the Beginning?

The Super NES may be the 16-bit system on every gamer's mind, but you can't play what you don't have. Right now, the Sega Genesis looks awfully good!

Alien Storm

This is the action-arcade shooter in all its gruesome glory. Blow away monstrous alien invaders before they have you for lunch. You get two different perspectives including a 3-D "into the screen" view. *(By Sega, One or Two Players, Available July)*

Batman

Fight with the Caped Crusader through six levels of excruciatingly tough action based on the hit movie. In addition to horizontally-scrolling Bat-fighting you get outtasight vehicle battles. The graphics are beautiful, with digitized stills from the movie in the story sequences. Move over Shinobi and Strider, the Dark Knight is here! *(By Sunsoft, One Player, Available June)*

Battle Master

In a strange world inhabited by dwarfs, elves, humans, and orcs, you must track down four pieces of a magic gem – or the world will degenerate into anarchy. An entire army is at your command, but will it be enough? *(By Mirrorsoft, One Player, Available December 1991)*

Alien Storm

Beanball Benny

Beanball Benny

Beanball Benny is the hero of Zooneyville in this wacky 4 meg, 24 level cart. Benny chases after the notorious Homeboy gang in his trusty trick taxi, and he uses his bazooka-like pitching arm to K.O. the crooks with beanballs. *(By Nuvision, One Player, Available 3rd Quarter)*

Blue Almanac

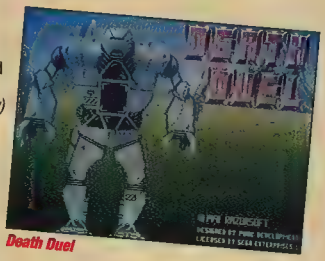
Sage's Creation was pounding out a new name for this sci-fi role-play game at press time. You're the leader of a mission to recapture the advanced technology of a long-lost alien civilization from the evil Radan tribe. Eight unique warriors travel to seven planets and face 80 different alien races. *(By Sage's Creation, One Player, Available July)*

Centurion

Can you recreate the glory that was Rome? Or will the fall of the ancient Roman Empire be your fault? In this action/strategy cart you lead Roman legions on land and sea to conquer the world. The mob getting restless? Organize a chariot race at the Colosseum. Hail, Caesa *(By Electronic Arts, One Player, Available July)*

Death Duel

If you're squeamish stop reading now! Death Duel features intergalactic gladiatorial hacking and slashing that gives new meaning to the term "disarm your enemy." In this 8 meg cart warriors from 18 galaxies battle one-on-one for control of the spaceways. The severed monster limbs pile up, but some opponents consider them great weapons! *(By RazorSoft, One Player, 4th Quarter)*


Death Duel

Fantasia

Dinoland

Here's a pinball game with a prehistoric twist. You get rapid fire pin action but your ball can also become a little dinosaur, who can walk around the field for strategic positioning. There are three levels, each with two stages versus gigantic bosses. And you can choose from a mesmerizing array of patterns for any game. *(By Renovation, One or Two Players, Available June)*

Faery Tale Adventure

Once upon a time there was a great role-playing adventure game featuring fantastic music and gorgeous graphics. It was called Faery Tale Adventure and it was a conversion of a New World Computing PC game. *(By Electronic Arts, One Player, Available July)*

Fantasia

A great video game based on an all-time Disney classic. Mickey Mouse stars as the Sorcerer's Apprentice, who must travel through water, air, earth, and fire to recover missing magic items and musical notes. This game is loaded with awesome classical music direct from the movie. *(By Sega, One Player, Available August)*

Continued on page 38.

SMASH

INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAM! your opponent slams into you with a bone-jarring tackle knocking the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with a lightning spin kick, forcing another fumble. Now pick it up and sprint upfield. Then cut back to evade tacklers, fake the goalie, and bust through for a touchdown!

namco 2 PLAYER

This is Powerball, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

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Namco, Hometek Inc. 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013.

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Hard Ball!

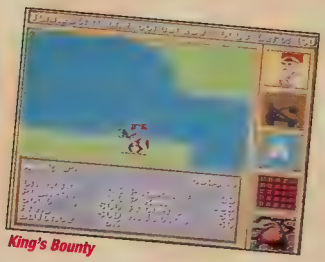
This is the best-selling personal computer baseball game of all time. The Genesis version has incredible digitized voice (featuring ex-National League umpire Ed Montague) and some great sound effects. Play a single game, go for the World Series, or just step into the cage for a little batting practice. *(By Ballistic, One or Two Players, Available June)*

Jesse "The Body" Ventura Wrestling SuperStars

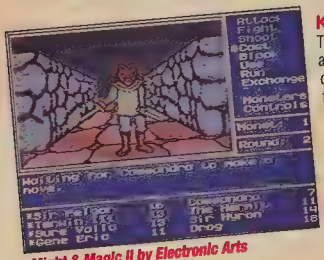
Okay, fight fans, take on Jesse "The Body" Ventura and a mean cast of video grapplers. 'Rassle the computer, wrestle a friend, or form a tag-team against the computer. Each player has 20 holds, such as the Sleeper and the Atomic Drop. *(By Dreamworks, One or Two Players, Available July)*

Ka-Ge-Ki

In this knuckle-busting beat-em-up you participate in a rough and tumble street fighting tournament where anything goes. There are nine levels where you get to fight one-on-one with a string of palookas in order to meet a boss fighter. They cheat! *(By Sage's Creation, One Player, Available June)*



King's Bounty



Might & Magic II by Electronic Arts

King's Bounty

This popular New World Computing PC adventure is a mix of action and roleplaying as you choose from one of four leaders and command troops on a quest for the Sceptre of Order. To obtain the Sceptre you must complete several missions – capturing villains and discovering missing artifacts. Every success nets you a piece of the map to the Sceptre. *(By Electronic Arts, One Player, Available July).*

Might & Magic II by Electronic Arts

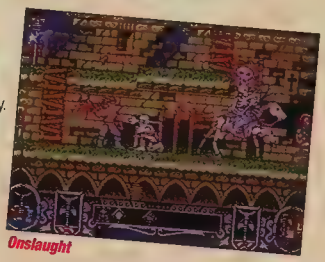
New World Computing's hit PC roleplay looks great on the Genesis! Create a party of eight adventurers and travel through the wilderness, towns, and dungeons. This roleplay comes complete with detailed player characteristics, magic items, etc. There's even an automapping feature! *(By Electronic Arts, One Player, Available July)*

Ms. Pac Man

Here's a faithful adaptation of an arcade hit. Ms. Pac-Man runs through 36 different mazes – some that scroll, some that fit on one screen. Choose from four play speeds and one or two player simultaneous play. *(By Tengen, One or Two Players, Available July)*

Onslaught

This is a horizontally scrolling, Dungeons & Dragons-style adventure game. You assume the role of a lone warrior who must clean up a war-ravaged land. Fight field battles and then sieges against huge armies to win their flags. Defeat each kingdom's four-handed god and you win the right to claim its land. *(By Ballistic, One Player, Available June)*



Onslaught

Pit Fighter

Pacmania

It's Pac-Man – but as you've never seen him before! He's 3-D!!! The whole Pac-Man world has come to life in this incredible three-dimensional version of the all-time arcade classic! And now Pac's got a new power – he can jump up and over the ghosts! *(By Tengen, One or Two Players, Available September)*

Pit Fighter

The recent arcade hit has been translated beautifully for the Genesis. Take the controls of Ty, a kickboxer, Buzz, a pro wrestler, or Kato, a karate black belt, and fight for your life. The better you perform in the 'pit', the more cash spectators will bet on you. It's a fist n' feet free-for-all! *(By Tengen, One or Two Players, Available November)*

Paperboy

Here's your chance to do what three dozen other paper boys couldn't – keep the subscribers on Calamity Way satisfied. Pull this one off and you'll be collecting Christmas tips from happy customers. Fail and the newspaper's subscriber base will shrink by a few homes. This cart really delivers! *(By Tengen, One or Two Players, Available August)*

Phantasy Star III

Three games within a game, three generations of royalty for you to control. Phantasy Star III starts you as Rhys, the Prince of Landen, and sends you on a quest for your fiancé, the lovely Maia (she was whisked away by a great dragon on her wedding day). Before you're done you'll age, marry, and die – then continue on with another generation and another quest. *(By Sega, One Player, Available June)*

Continued on page 40.

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

PAC-MAN ©1980, 1990 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man.™ Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.

namco
The Game Creator

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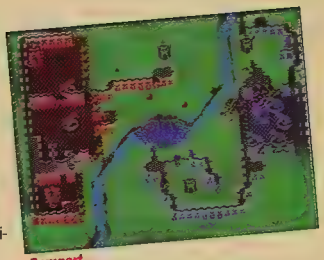
Rampart

Rampart is a strategy puzzle game with intense shoot-em-up action. You're a feudal lord who must build fortifications, position cannons, and attack rival forts. After the onslaught you must quickly repair the damage for another round. *(By Tengen, One, Two, or Three Players, Available 4th Quarter)*



Rampart

Rastan Saga II

The classic coin-op hack and slasher is back with an all-new cut-em-up adventure. Demonic creatures have stolen the Stone of the Wise. You use your trusty sword and magical swords to keep the demons from enslaving the world! *(By Taito, One Player, Available June)*

RBI III

The RBI Baseball series always had the real major leaguers and their stats – and now it's got the graphics too! Play the 1990 major league team rosters and make the players come to life. A baseball fan's dream minus the hot dogs. *(By Tengen, One or Two Players, Available July)*

RBI III

Roadblasters

You must complete a 50-level road rally in Death Squad territory while blasting your opponents off the road – hence the name. Can you drive and fire at the same time? If you can't, you're road pizza! *(By Tengen, One or Two Players, Available August).*

Sagaia

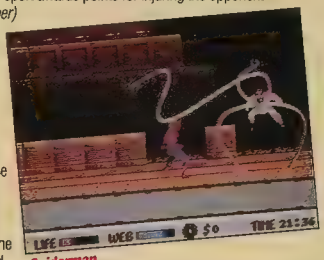
This gorgeous 8 -meg shooter is Darius II, an almost legendary shooter in Japan. One player tackles 28 levels overrun with weird alien spacecraft and robo-creatures. *(By Taito, One Player, Available Now)*

Speedball 2

This future sports cart combines hot graphics and digitized sound. Two teams have to fight for control of the steel ball and ultimate victory. Forget about rules...this sport awards points for injuring the opponent *(By Mirrorsoft, One or Two Players, Available December)*

Spiderman

Who does everything a spider can except eat flies? If you guessed ol' Webhead, you win a date with Mary Jane Watson. This 6 meg cart's Spidey rogue's gallery includes The Kingpin, Doctor Octopus, The Sandman, The Lizard, Electro, and more. *(By Sega, One Player, Available 4th Quarter)*



Spiderman

Street Smart

This conversion of the SNK coin-op lets you take the role of a martial artist or a professional wrestler and compete with nine other street fighters for cash prizes. You can gamble with your fight money and increase your endurance, power, and defense capabilities. *(By Treco, One or Two Players, Available June)*

Swamp Thing

Swamp Thing

With the mind of a man and the body of a plant, the Swamp Thing's about ready to ooze from the muddy goo into your Genesis. This 4 meg action/adventure cart has no set levels; you fight polluters and the mutant Un-Men until you win – or lose. Swampy's powers? He can turn into a leaf, a vine, or a tree. *(By Nuvision, One Player, Available 3rd Quarter)*

Turrican

The mighty explorer, Turrican, must defeat the evil demon, Morgul, who is responsible for the fears and nightmares of mankind. Turrican is armed with state-of-the-art weaponry to help him traverse an enormous universe that includes five distinct worlds and more than 1300 screens of action. *(By Ballistic, One Player, Available July)*

Twin Cobra

The wild blue yonder just got a little wilder – by about 6 megs. Fly your chopper against overwhelming odds and massive firepower in four levels of vertically-scrolling shoot-em-up action. Tough? Oh, yes. *(By Sega, One Player, Available June)*

Warrior of Rome

The pirates think any guy named "Julius" must be a wimp – but your last name happens to be "Caesar" and you command a Roman legion! In this beautiful, animated strategy game you command armies via a large tactical map against a fast-moving, aggressive computer enemy. Conduct multiple, simultaneous battles and zoom-in on any one, any time. Et tu, EA? *(By Micronet, One Player, Available 4th Quarter)*

Valis III

Valis III is awesome – period. In this 8 meg action/adventure cart you play the mighty woman warrior, Yuko, who cleans out the Dark World with the legendary sword, Valis. This is the best installment – graphics, action, you name it – of the classic hack and slash adventure. *(By Renovation, One Player, Available June)*

Wings of War

Wings of Wor

In this great-looking, one-player shooter you play a powerful winged magician. You battle the Evil family's incredible stable of gruesome monsters. You have three shot patterns and eight magic powers, and the action's I-N-T-E-N-S-E! *(By Dreamworks, One Player, Available June)*

FLYING WARRIORS

CHAPTER 1
"TOURNAMENT"

THE FLYING WARRIORS WENT DOWN TO SOUTH AMERIOA TO INVESTIGATE THE MYSTERIOUS BLACK FOG WHICH SUDDENLY COVERED ONE AREA. WHAT THEY FOUND THERE WAS AN OMNIOUS PLOT. NAGA, A LEGENDARY MONSTER, WAS AWAKENING WITH A HELP OF A MAN OF THE DARK DIMENSION AND THE BLACK FOG WAS PART OF NAGA'S EVIL POWER. AFTER THE DESPERATE FIGHT, THEY FINALLY DESTROYED NAGA AND THE PLOT, AND RETURNED TO THEIR CLIENT. WHAT THEY FOUND WHEN THEY GOT BACK WAS THE CLIENT'S CORPSE AND A SHADOW OF A GHOSTLY MAN...

IN THE ANCIENT UNIVERSE THERE WAS A DESPERATE STRUGGLE BETWEEN THE LIGHT AND THE DARK DIMENSION. TOWARD THE END OF LONG AND TOTALLY DESTRUCTIVE WAR, A WARRIOR, THE DRAGONLORD, APPEARED: HE DEFEATED DEMONYX, THE LORD OF THE DARK DIMENSION, AND BROUGHT PEACE BACK TO THE WORLD. BUT WHEN DEMONYX WAS SEALED BY THE MANDALA HE LEFT AN OMINOUS PROPHECY, SAYING "WHEN A RED STAR APPEARS, THE POWER OF THE DARK WILL REVIVE". NOW, THE EVIL RED STAR HAS RETURNED!

I MUST ADMIT, YOUR POWERS DESTROYED OUR PLAN. BUT DON'T RELAX TOO MUCH, WE'LL SEE YOU AT THE CONTACT SPORT MATCH

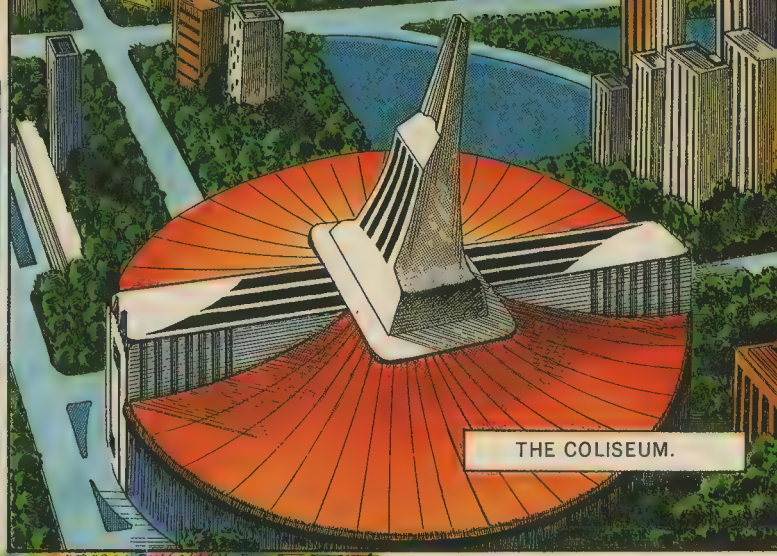
IN NEW YORK.

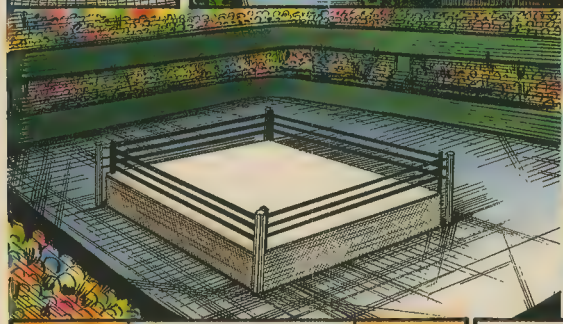
THE MANDALA SEAL WAS BROKEN BY THE MEMBERS OF THE DARK DIMENSION, AND DEMONYX HAS BEEN STRENGTHENING HIS EVIL POWAR.
IS HE GOING TO TAKE OVER THE WORLD?
HOWEVER, THERE IS ANOTHER PROPHECY. "WHEN THE WORLD IS IN CRISIS, FIVE WARRIORS FROM THE LIGHT DIMENSION WILL FLY DOWN FROM THE SKY"

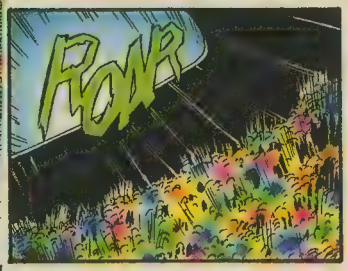
YOU'LL FIND OUT OUR REAL POWER THERE. SEE YOU THEN!!

DARGON WHO IS HE?
RICK STALKER
A LEADER OF THE FLYING WARRIORS. HE IS A WARRIOR OF THE LIGHT. HE EXCELS WITH GOOD JUDGEMENT AND HAS A FAIR ATTITUDE WHEN IT COMES TO ANY WRONG DOING. HE IS A MASTER KUNG-FU.
HE'S PROBABLY UP TO SOME SORT OF TRICK. WE MUST PREPARE OURSELVES.
HAYATO GO
HE HAS A SLIM DELICATE BODY. YET, HIS KARATE SKILLS AND FIGHTING SPIRIT ARE EXTRAORDINARY SHARP AND POWERFULL.
THEY MUST BE PURSUING THEIR ORIGINAL PLANT TO OVER THE WORLD
MARY
HER FATHER WAS KILLED BY THE TUSK SOLDIERS SHE INHERITED THE SMOOTH AND BEAUTIFUL KUNGU-FU TECHNIQUES FROM HER FATHER. SHE PERFECTED THEM IN ORDER TO REVENGE HER FATHER'S DEATH.
CULTURE BRAIN TM
I'M GOING TO GET MY REVENGE! JUST WAIT THERE, DARGON
GREG
HE WAS THE CAPTAIN OF THE FIRST INVESTIGATION PARTY TO SOUTH AMERICA. HIS MISSION WAS TO FIND OUT ABOUT THE BLACK FOG HOWEVER, HE ENDED UP LOOSING ALL HIS MEN BY THE TUSK SOLDIERS BECAUSE HE IS A MAN OF GOOD HEART AND BROAD MIND, HE FELT THAT HE HAD TO DESTROY THE TUSK SOLDIERS. HIS NICK NAME IS ONE MAN BATTALION!
WE'RE ALMOST THERE.
LOOK! NEW YORK CITY!

CULTURE BRAIN™



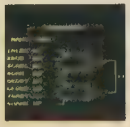




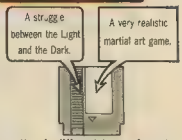
VS TOURNAMENT MODE IN THE GAME

The Flying Warriors martial art game has many unique features.what makes this game so different and exciting is the defense and offense system with the special Shingan.

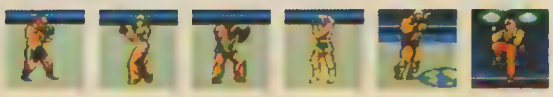
Shingan, or the mind's eye, appears with a red mark on the opponent's body. It indicates a weak spot. A fighter can spot when it appears on your player and attack the spot quickly when it appears on opponent's body.



This game contains two independant games in one ROM. There's the main game and the vs.tournament mode which is a very realistic martial art game.You can enjoy this vs.tournament by yourself or with your friend.Perfect your skills and techniques to get the maximum enjoyment out of the game.

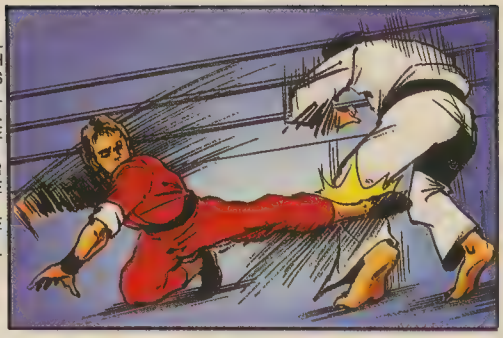


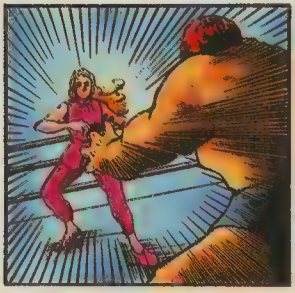
You can also choose your favorite contact sport with a special technique from the six different types of sport.



THE FIRST MATCH

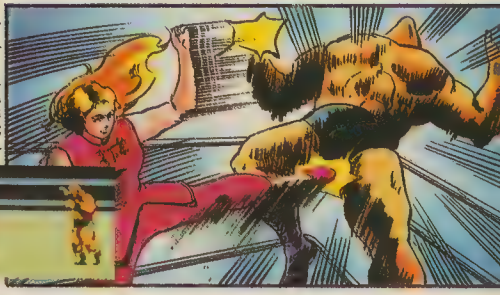
KARATE-A TRADITIONAL CONTACT SPORT WHICH ORIGINATED IN ASIA. IT'S THE MOST POWERFUL FORM OF MARTIAL ARTS. IT'S ULTIMATE TECHNIQUE HAS TREMENDOUS DESTRUCTIVE POWER AND SPEED. DODGE THE KARATE AND LOOK FOR THE WEAK SPOTS AND ATTACK IT ACCURATELY.





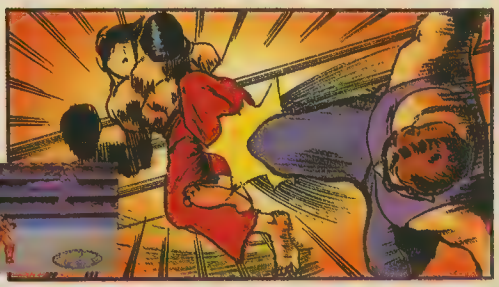
THE SECOND MATCH

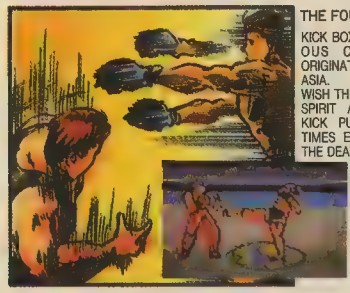
WRESTLING - THE MOST EXCITING AND WILD CONTACT SPORT. THE WRESTLERS PHYSICAL STRENGTH AND STAMINA IS UNMEASURABLE. HIS TECHNIQUE ARE DYNAMIC AND POWERFUL. HOWEVER, THEY ACCURACY.FIND AN UNGUARDED WEAK SPOT AND ATTACK CAREFULLY.



THE THIRD MATCH

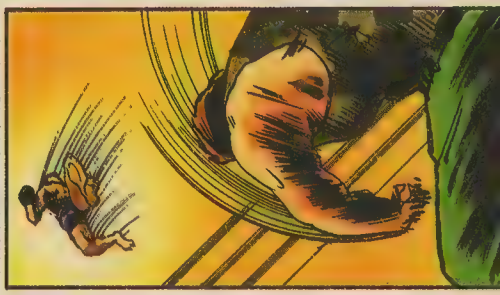
MARTLAL ART- A CONTACT SPORT DEVELOPED WITH THE AIDS OF SCIENTIFIC RESEARCH.
THIS SPORT IS ALMOST AN ART. THE TECHNIGUES ARE SO SHARP AND ELEGANT. THE MOVEMENTS ARE INCREDIBLY SMOOTH. THE WEAK SPOTS DON'T APPEAR AS OFTEN ON HIM.SO, PLAY CAREFULLY.



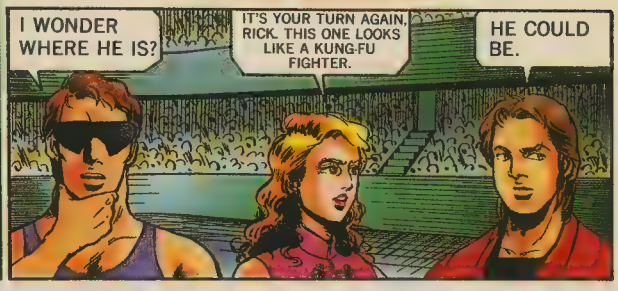


THE FOURTH MATCH

KICK BOXING - THIS MYSTERIOUS CONTACT SPORT ORIGINATED IN SOUTHEAST ASIA.
WISH THE POWERFUL FIGHING SPIRIT AND DEADIY SHARP KICK PUNCH,PEOPLE SOMETIMES END UP FIGHTING TO THE DEATH ON THE RING. YUO CAN GET RAZOR OUTS OR BROKEN BONES EASILY WHEN YOU ARE HIT. ITS SWIFT MOVEMENTS CREATE UNBELIEVABLY DESTRUCTIVE POWER. WATCH OUT.



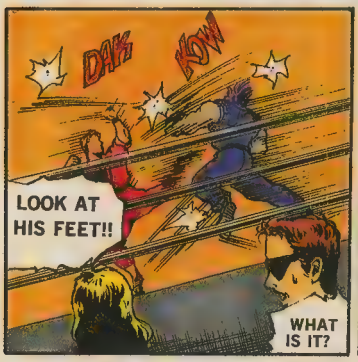
FLYING WARRIORS



CULTURE BRAIN™

WOW, HE LOOKS THIRSTY FOR BLOOD. WHAT HAPPENED?? HE'S ENTIRELY DIFFERENT NOW.

SMACK!!


DAK
KOW
LOOK AT HIS FEET!!
WHAT IS IT?

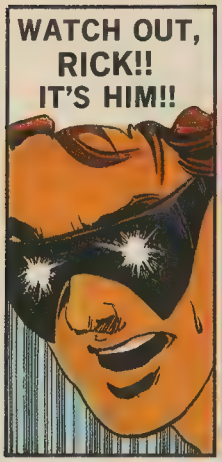
LOOK AT THAT SHADOW!

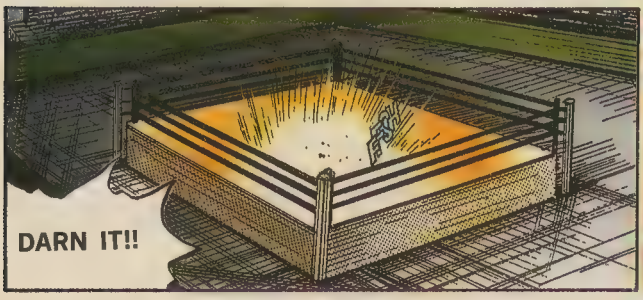
IT MUST BE HIM, DARGON??

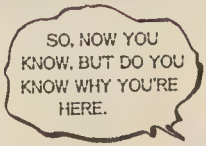
GAR!
THUDD

PFF THE OTHER THREE FINALLY REALIZED WHO I AM. WELL. I'LL TAKE CARE OF THEM ONE BY ONE.
COME INTO THE FIGHTING DIMENSION, RICK.

!!







DARGON

HE WAS A MAN OF THE LIGHT UNTIL HE WAS CORRUPTED BY THE POWER OF THE OMINOUS RED STAR.NOW,HE CONSPIRES TO TAKE OVER BOTH THE LIGHT AND DARK WORLDS WHILE LEADING HIS TUSK SOLDIERS.

ONCE HE TRIED TO FEED THE LEGENDARY MONSTER NAGA WITH THE FLYING WARRIORS,BUT FAILED.NOW,HE REVEALS HIMSELF TO THE FLYING WARRIORS.

THE EVEIL RED STAR APPEARED. I WAS AWAKENED BY THE STAR. DEMONYX WAS AWAKEND TOO.

DARGON
THE LEVEL 30

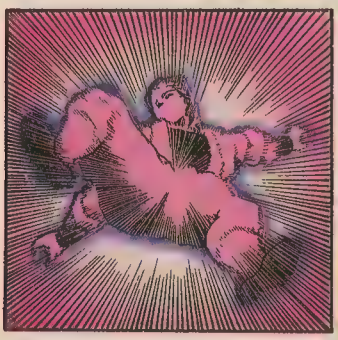
HIT POINTT	70000
ATTACKING POWER	10000
DEFENSE POWER	6000
QUICKNESS	10000
TECHNIGUES	10000
POWER OF THE MYSTIC SPELL	30000

WHOAA!!

SWUDD!

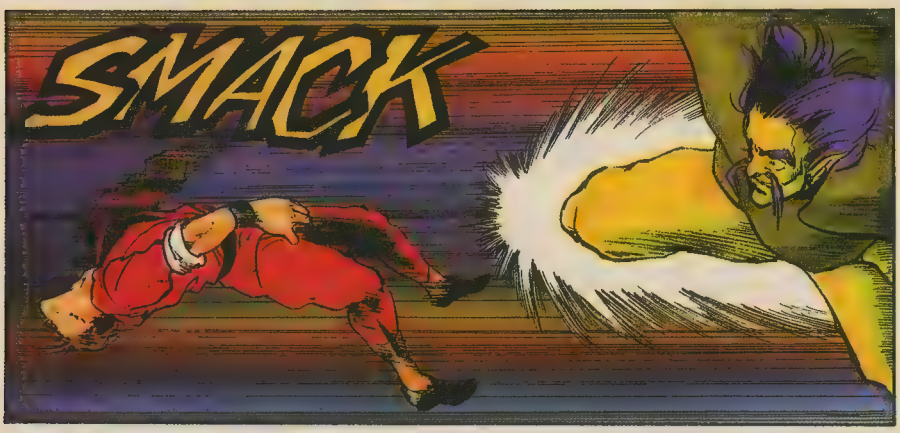
RICK STALKER
THE LEVEL 20

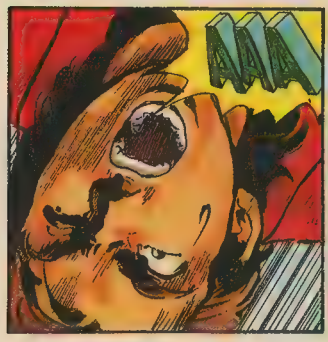
HIT POINT	40000
ATTACKING POWER	5000
DEFENSE POWER	5000
QUICKNESS	7000
TECHNIGUES	5000
POWER OF THE MYSTIC SPELL	20000



I AM A MAN OF INCREDIBLE POWER.

WE'LL SEE ABOUT THAT, WHO'S WHO!!


SMACK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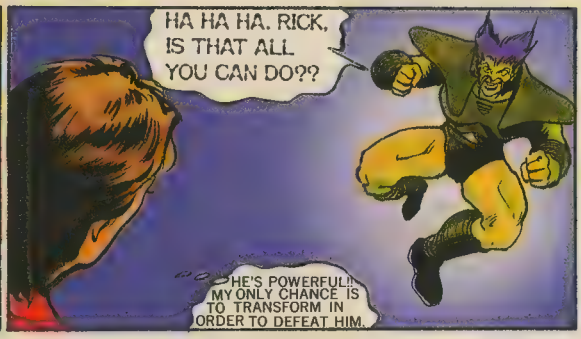
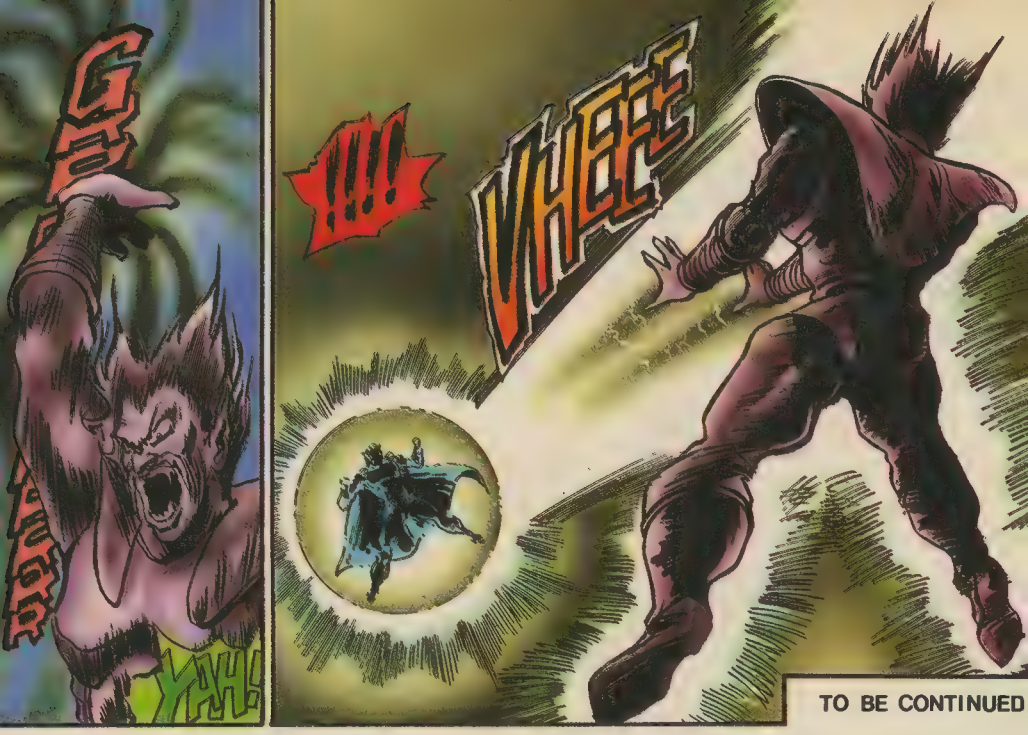

HA HA HA. RICK, IS THAT ALL YOU CAN DO??
HE'S POWERFUL!! MY ONLY CHANCE IS TO TRANSFORM IN ORDER TO DEFEAT HIM.

CULTURE BRAIN™

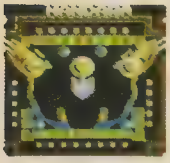


THE MANDARA SEAL

A LONG TIME AGO,THE DREADFUL DEMONYX WAS SEALED UP BY THE POWER OF THE MANDARA SEAL BY DRAGONLORD. THE SEAL HAS BEEN GUARDED AND KEPT PROTECTED ALL THIS TIME BY DARGON.
HOWEVER,HE LOST HIS SANITY BY THE DEVILISH RAYS FROM THE EVIL RED STAR.BECAUSE OF THIS, HE BROKE THE SEAL. HE IS NOW LEADER OF THE TUSK SOLDIERS.

THE FLYING WARRIORS MUST COLLECT ALL THE PARTS OF THE MANDARA SEAL IN ORDER TO BRING DEMONYX DOUN AND BREAK THE SINISTER PLANS OF THE DARK.

HERE'S HOW THE MANDARA SEAL WORKS



THE ORB
THERE ARE FOUR ORBS.
THEY'LL GIVE YOU IMPORTANT TIPS AND MESSAGES.

THE DRAGON WINGS
THERE ARE FIVE WINGS.
THE MORE YOU HAVE, THE POWERFUL YOU GET.

TEE MIRROR
THERE ARE FIVE PIECES.YOU CAN USE IT TO PROTECT YOURSELF FROM THE ENEMY'S MYSTIC SPELL.

MORE IMPORTANT ITEMS

THESE SWORDS ARE NOT PART OF THE MANDARA. HOWEVER,THE MORE YOU COLLECT, THE MORE POWER YOU GAIN FOR THE MYSTIC SPELL.

①

②

① THE SWORD OF ANKH
② THE SWORD OF MAYUREE

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES® GAME OF THE SAME TITLE PLEASEACKNOWLEDGE THIS.

AVAILABLE FOR YOUR NES®

CULTURE BRAIN USA, INC.
15315 N. E. 90th Redmond Washington 98052
Tel. (206)-882-2339 Fax (206)-882-2320

WE'RE JACK AND RYU, THE TWO NINJA BOYS IN CHINALAND.

WE TOOK OFF FOR YOKAN TO DEFEAT THE YOMA CLAN WHO TOOK OVER CHINALAND AND TERRORIZED OUR PEOPLE.

OUR COMICAL NINJA ACTION SHALL BEGIN NOW!!

Little NINJA BROTHERS™

GOSHI! WE WERE FULL OF ENERGY WHEN WE LEFT THE MENTOR. NOW, I'M SO HUNGRY FROM WALKING.

LOOK!! WE ARE IN DELI-CHOUS, THE TOWN OF GOURMET FOODS. LET'S GO FIND A RESTAU-RANT!!

WELCOME TO NEDDY'S.

WHAT? YOU DON'T HAVE ANY MORE FOOD?

OH, NO!!

WELCOME TO MY MANSION, MY FRIENDS. I AM THE MAYOR OF DELI-CHOUS. YOU MUST BE VERY HUNGRY.

I'LL TREAT YOU TO ALL THE DELI-CHOUS FOOD HERE.

OH, YEAH??

I'M SORRY. THE MAYOR TOOK ALL THE FOOD AWAY FROM US. MCRONALDS NEXT DOOR HAS THE SAME PROBLEM.

MAN, WHY DID HE DO THAT? WHAT A CROOK!

LET'S GO PAY HIM A VISIT.

THE MAYOR'S MANSION.

OH, LOOK AT ALL THE FOOD!

CULTURE BRAIN™

AVAILABLE

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES®

THAT'S FUNNY. HE'S A NICE PERSON.
YEAH, HE IS VERY GENEROUS.
I'M GETTING SLEEPY..
YAWNING
ZZZZZ
OH, YOU'RE UP.
I'LL NEVER FORGIVE THE YOMA CLAN! WHY DID THEY CAPTURE SUCH NICE BOYS?
OOHHH... OH, MAYOR, WHERE AM I??
WE'RE IN A PRISON?? WHAT'S GOING ON??
THE GUY YOU MET WASN'T THE MAYOR...
HE WAS TUB-A-TUMMY, OF THE YOMA CLAN IN DISGUISE!
NOW I UNDER-STAND.
GWAHA, HA, HA. YOU STILLY BOYS!! EAT WELL AND GET FAT! THEN I'LL EAT YOU UP.
YOU'LL BE A TREAT FOR ME. MMMM.... I CAN'T HARDLY WAIT.
DARN IT!! WE SHOULD HAVE BEEN MORE CAREFULL.
I CAN'T BELIEVE HOW FAST THEY'VE EXPANDED THEIR POWERS!!
HEY, BOYS.
ESCAPE FROM THIS HOLE.
WE'RE TOO FAT TO GO THROUGH. YOU CAN MAKE IT.
THANK YOU. WE'LL COME BACK TO RESCUE YOU.
LET'S GO, RYU.
BE CAREFUL!!
I CAN'T SEE ANYTHING.
THERE'S LIGHT.

AVAILABLE FOR YOUR

THE COMIC SERIES WILL DIFFER SLIGHTLY FROM THE NES® AND GAMEBOY™

FOR YOUR NES.®

AND GAMEBOY™ GAME OF THE SAME TITLE PLEASE ACKNOWLEDGE THIS.

FINALLY, WE'RE OUT. WHERE ARE WE??

LET'S ASK HER.

OOOO ...!

THERE YOU ARE. I'M THE SAVIOUR MOUCHEE MOUSE.

OH,...NO... PLEASE...

WAIT! I CAME ALL THE WAY FROM PARADISE TO SAVE CHINALAND AND HELP TWO BRAVE BOYS.

IS THAT TRUE OLD LADY??

LET'S PLAY THE STARE DOWN GAME. IF YOU WIN, I'LL GIVE YOU SOMETHING SPECIAL.

NO THANK YOU.

ARE YOU READY?

ONE, TWO, THREE, START.

O..O..OLD LADY?

SQUA WWK

WATCH YOUR MOUTH!!

PHUU!!

HA HA HA

YOU WON!! HERE'S WHAT I PROMISED TO GIVE YOU. TAKE IT.

THANK YOU!!

WHEN YOU FIGHT AGAINST TUB-A-TUMMY, USE THIS CHARM. IT HAS THE MAGIC POWER TO BREAK HIS MEAT BUN SPELL.

WE'RE BACK, TUB-A-TUMMY!

GAME BOY™

GAME OF THE SAME TITLE PLEASE ACKNOWLEDGE THIS.

YOU! SNEAKY RASCALS!! GET THEM!!

COME ON!!!

GET MY SPELL!! YOU'RE MEAT BUNS!!

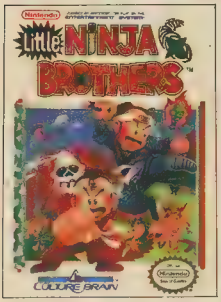
SHOOT!! I GIVE UP!

WHERE'S THE CHARM?

WE BROKE YOUR SPELL!!

HEY, LOOK!! AN ORANGE PRISM BELL!

THANK YOU BRAVE BOYS. THIS IS A PRESENT FOR YOU. PLEASE ACCEPT MY THANKS.



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IN THE NEXT ISSUE, THEY'LL TRAVEL THROUGH CHILLY CITY AND ENCOUNTER THE EVIL QUEEN.

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It's Brand-New—The Nintendo Tip of the Week!

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Push "3" if you want to listen to our radical Nintendo Tip of the Week.

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If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

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The Nintendo Tip of the Week

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$1.75 for the first minute, 50¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For the Nintendo Entertainment System – Castlevania III!

Drac's back in Castlevania III – Dracula's Curse! You'll love this new monster saga with 17 different levels, three new allies, and challenging gameplay! Remember to sink your teeth into the Hotline before your rendezvous with the outstanding dental work dude!

For the Sega Genesis – Shadow Dancer!

If hack-n-slash ninja action is your bag, put the moves on Shadow Dancer. New York's big city bad guys have taken a load of hostages and are wiping out the Big Apple to boot. Together with your crafty canine companion, you must fight tooth and shiriken to stop the evil minions of Union Lizard. Don't forget to use your best secret weapon – the Hot Tip Hotline!

For the NEC TurboGrafx-16 – Super Star Soldier!

Space jockeys it's time for blast off! With eight scrolling stages, non-stop space fighting, four different weapons, and two defense systems, it's a sure bet you'll need to power-up with the Hotline before you engage in this intergalactic battle!

For the Game Boy – The Rescue of Princess Blobette!

Princess Blobette has been kidnapped and it's up to our buddy Blobert to save the day. A bag full o' beans – jelly beans – and his insatiable appetite transform him into a variety of useful tools. Now you just have to find the beans! Be sure your quest prep includes a call to the Hotline!

The Developer's Beat

6639 Acclaim Entertainment
Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

1388 Activision
Call for information on how to get your $10 Savings Certificate–good towards purchase of our Nintendo games!

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Kabuki-Quantum Fighter...the challenge begins!

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Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

6852 KOEI
Call now for tips on our newest hit, **Nobunaga's Ambition II!**

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Call now to hear about all the killer games for the TurboGrafx-16 system!

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Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion** club!

7443 TAITO Software
Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!

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Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe,®** and **Magician.**

GENESIS

PRO REVIEW

By Boogie Man

Life is a groove for Sonic the Hedgehog, until an evil scientist turns all of his animal buddies into weird mechanical monsters. Now, he's out to prove that although he may just be a little forest dweller, he's got a big heart. And he's about to put it on the line to save his pals.

Hedgehog Heaven

Sonic the Hedgehog is Sega's latest for the Genesis and it could well be the greatest. This is a gorgeous cart with lightning-fast action. You'll need quick reflexes and quick thinking because Sonic is a quick little dude.

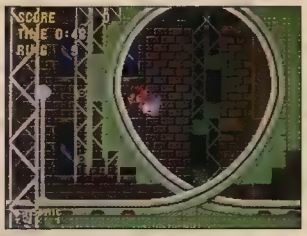
Even the brink of disaster looks good.

He's got to race across six humongous Zones each with three stages, all packed with thumb-blistering action and eye-popping graphics. Sonic the Hedgehog's multi-scrolling graphics are a knockout, easily the most impressive pix and animation in a Genesis cart yet. The backgrounds in particular are fantastic. For example, the Marble Zone is filled with ancient stone ruins and the Star-Light Zone is an ultra-modern high rise structure. Although the misguided evil creatures are sharp-looking but standard visual stuff, Sonic is a cute little guy, who sports a treasure trove of facial expressions and body poses.

Sonic gets into sticky situations.

A Perilous Journey

You'll want to cross Sonic's world anyway you can, of course, but along the way you'll notice that some stages feature different levels of action. You can work your way straight across the land from wherever you begin. But you can also take high roads or low roads. Blaze a trail across the sky or drop down into the depths onto mountain ledges or underwater passages.

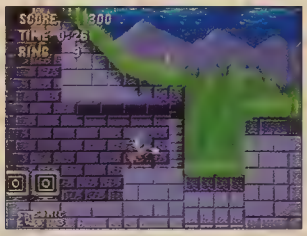


Build up speed to make the loops.

The evil scientist has strewn all sorts of obstacles across Sonic's path. He must make death-defying leaps across spike-laden chasms, race across crumbling land bridges, and hop onto moving platforms. Dead ends and deadly things are everywhere.

PROTIP: At the very beginning of the Labyrinth Zone, Stage 1 you can skip some obstacles by jumping up out of the screen into the hidden level. You can't see Sonic but the screen will scroll by.

Sonic takes on an army of bionic creatures including motorized bugs, mechanical wasps, metallic crabs, and scaly scorpions. Of course, these bionic beasts are really Sonic's transformed friends, but they're hedgehog headhunters until you jump on them. Beat a boss and you might release a bunch of buddies.



Computers contain powerups.

PROTIP: Take out the hovercraft dude in the Green Hill Zone, Stage 3 by standing under

the floating hunk of land on the left side and then jumping onto to him after his pendulum passes by you.

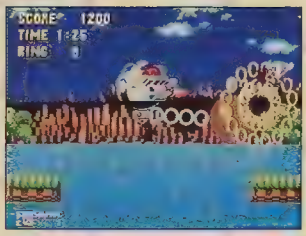
Speed Bumps

No Genesis cart squeezes more fun out of just running and jumping than Sonic. The hedgehog's weapons are his body spikes, which he uses by rolling into a ball and slamming into his adversaries. Of course, they don't die; they just turn into cute little bunny rabbits and things that hop away happily once they're freed.

PROTIP: You can't jump on top of the spiked crabs in the Marble Zone. Try to jump up into them from below.

PROTIP: If you run into mountain walls with enough speed, you can blast them apart.

You, however, really take your lumps, but there's protection all around you. There's a king's ransom in Gold Rings floating in the air just waiting for you to grab them. They protect you, and they build up towards extra lives. However, even though your rings prevent you from losing a life when you get hit, you lose all your rings. The evil dude has also carelessly left behind computer terminals that hold special powerups. Break them open to find 1-Ups, temporary shields, Gold Rings, and super speed.



Get hit and you lose all your Rings!

PROTIP: You can take hits as long as you have at least one ring in your possession.

PROTIP: When a creature forces you to drop rings, try to grab at least one while they bounce around. You need the protection.

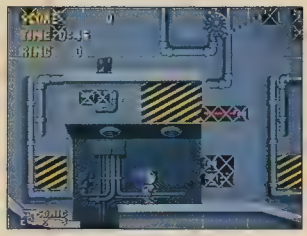
PROTIP: To get the 1-Up from the computer at the very beginning of the Star Light Zone, Stage 1, that's blocked by the split platforms. Run down the ramps and jump across the drop off. Now, turn around and run back up the ramps to find the computer unblocked.

Even without a power-up, Sonic's the fastest creature on two legs that the Genesis has ever seen. In fact, sometimes he's just a blur, and you may find yourself in a hidden level or another section of the game without ever knowing how you got there.

Sometimes a boost helps.

PROTIP: Sonic's so fast he can run past death-dealing blasts such as fireballs or bug blasts, but they hurt him if he stops and they catch up to him.

That's another fun aspect of the game. Sonic's world is full of unseen surprises including secret doors, invisible levels, and hidden powerups. You'll replay levels or the entire game just to find all the things you missed.



Sonic goes high-tech, too!

You also get a special bonus stage that must be seen to be believed! Sonic's caught in a huge floating maze that rotates around the screen. The psychedelic backgrounds here are awesome!

Super Sonic

Sonic the Hedgehog is a class act all the way. It shows what determined programmers, artists, and game designers can do when they really set out to produce a winner. Don't hedge your bets on Sonic the Hedgehog!

Sonic the Hedgehog by Sega
Price not available
Available now, 4 megs

GENESIS

PRO REVIEW

By The Unknown Gamer

The Time:
The distant future.

The Place:
A multi-dimensional, rotating starfield.

Captain's Log:
2056.45 A.D.

It's been 23 days since word came from the Alliance of the impending attack on Savor-5, a mining colony. None of the typical Ur-Quan Hierarchy tip-toeing around this time – this was going to be a full frontal assault! Five Ur-Quan Dreadnoughts – the monsters of the Hierarchy fleet – were moving towards our Star Base at light speed.

I just hope our attack force made up of Earthlings, Shofixtis, Syreens, and Arilious is enough to deter the Ur-Q's, so we have time to build a few Chenjesu Broodhomes. We'd really kick some Ur-Quan butt (or whatever that is they sit on) with a few of those in our squadron!

Space – The Final Frontier

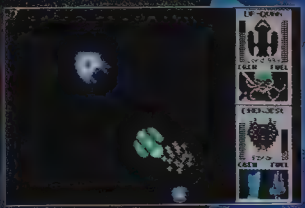
If Star Control sounds like something out of "Star Trek – The Next Generation" or "Star Wars," it's because this new Genesis cart owes a bit to both these science fiction works. However, this interstellar epic features plenty of original concepts to make it a space ace in its own right.

Star Control from Ballistic (Accolade's new video game brand name) is the first 12 meg cart for the Genesis. Yes, you read that right – 12 megs! After playing it non-stop for an entire weekend, it's easy to understand why so much memory was required. This game is fantastic!

StarSearch

Star Control is a one or two-player battle of good versus evil. Yeah...almost every video game is a battle of good versus evil, but in Star Control it's different. Since you can play either side, who's good and who's evil all depends on your point of view.

Fifteen unique scenarios pit the Ur-Quan Hierarchy against the Alliance of Free Stars. Each scenario features a different battle in the Alliance/Hierarchy war. Every battle has a different objective and in most the odds of victory are weighted in favor of one side or the other. Three difficulty settings enable you to make the game as hard or as easy as you want.



Top ships from the Alliance and Hierarchy battle to the death.

There are two phases to Star Control – the star field movement segment and the head-to-head battle phase. Onscreen movement takes place on a multi-scrolling, multi-dimensional star field that constantly rotates around a vertical axis.

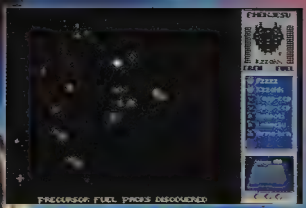
The star field movement phase challenges your strategic planning abilities. You can maneuver any ship, one ship at a time, from one star to another. You can also build new ships (if you have the cash), set up a mining installation (to get the cash), establish a colony, or fortify a location. You get three moves per turn, although some actions (such as moving a Star Base) require more than one move.

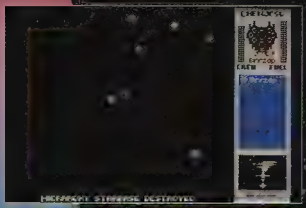
An Androsyn dumps a bunch of bubble bath into his warp drive and causes problems for an Arilou.

The Stars Your Destination

Yellow stars are the richest for precious minerals. Blue and shopping green stars are where you can set up colonies and recruit new crew members.

Some stars hold Precursor Relics. The Precursors were a race that lived approximately 300,000 years ago. They've left behind various technological relics that will soup up any ship that finds them. The right relic can make a dangerous ship unstoppable.





[illegible] all the [illegible] Precursor relics before you [illegible] When you reach the screen displaying the scenario you're about to play, hit Left Lever Up and press Button [illegible] It's sticky, but it's an [illegible] you to scarp up one of your ships each time you land on an unexplored world.

[illegible] key to crippling the enemy is to [illegible] a beeline for his Star Base and to try [illegible] it early on. Once you destroy the base, you won't have to worry about your enemy building new ships.

The trickiest part of moving is figuring out which stars you can reach from your current position. Stars appear in [illegible] or chains, and it takes a keen eye to plot the correct path to your destination. Every time you play, the computer generates a new starfield – there's no chance of memorizing a travel pattern.

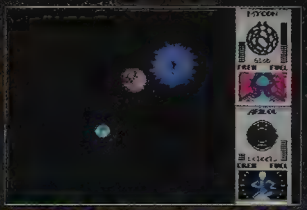
PROTIP: To help navigate the star field, pay close attention to stars which seem to orbit at the same speed. Stars orbiting together are usually connected at some point.

My Ship Captain Is an Alien

When you occupy a star where there's an enemy ship, you enter a head-to-head battle sequence. Because there are 14 different alien races in Star Control and each race has its own unique ship, every battle is a learning experience. As in real space flight you have to take into account gravitational pull and inertia, so your ships slide around the screen. Naturally, some ships match up real well against others, while some others don't stand a chance in certain battles. As commander of your fleet, it's your job to attack ships you think you can beat, or at least damage the powerful ships you can't beat so someone else in your fleet can take them out.

Victory!

If you'd rather just fight space battles than play a full scenario, Star Control has an option called "Melee" – an all out war between the two fleets. This is a great way to learn your enemy's weaknesses before taking him on in a full-scale scenario.



PROTIP: Defeat slow-moving ships which fire homing weapons (such as the Mycon Podship or the Earthling Cruiser) by using their own weapons against them. When one of these ships fires at you, circle around him and hang out on his tail. But this is key – this move only works if your ship is faster and more maneuverable than the enemy's.

PROTIP: Use the gravitational "pull" of planets to increase your speed to escape enemies.

Shooting for the Stars

Star Control is a great mix of outer space battle and strategy. It has an extremely high replay factor – you won't get bored with it anytime soon – and unlike your typical shoot-em-up, the game never ends. Accolade, I mean, Ballistic really has reached the stars with this cart!

GamePro Game Rating

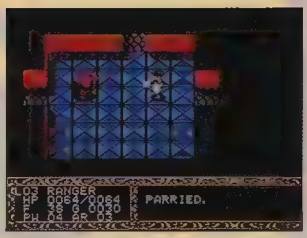
Star Control by Ballistic
$69.95 – Available June '91
12 megs, 5 megs used for sound and music

By Roadkill Warrior

Dragonia, the castle of doom, has returned to life, and the Holy Goblet, source of all that's good, has vanished. Sounds suspicious, but someone must check out the castle and retrieve the Goblet or the world will be trapped in darkness forever. Any volunteers?

impressive. The awesome weaponry includes Spears, Lances, Shurikens, Battle Axes, and Elf Bows!

For video wizards, there are Spell-casting Canes, Magic Scrolls, Rings, and Potions. As with the levels, the powers of the magic items change each time you play. For example, the first time around a Black Potion may blind you; the next time it may increase your strength! A word to the wise: test magic before you use it in combat.

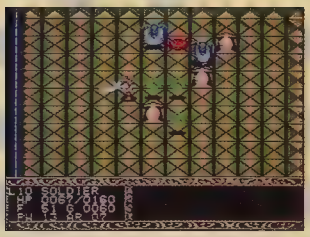


PROTIP: To avoid the Magicians' magic, keep your distance. They rarely hit you unless you're close to them.

FATAL LABYRINTH

Land O' Labyrinths

If there's one thing for the Genesis that's missing, it's a good maze game. Now it has one – Fatal Labyrinth. In this combination role-play game and action/ adventure cart, you play the warrior, Trykaar, as you tackle the 30 danger-filled mazes that make up Castle Dragonia.



The mazes change; the challenge remains the same.

Fatal Labyrinth sports a unique random replay feature: each time you start up the cart, the levels appear in a different order. Unfortunately, almost all of the mazes look the same, so sometimes the changing levels are barely noticeable.

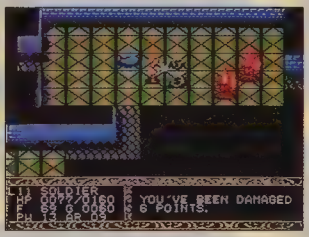
PROTIP: Watch out for the Red Squares! When you step on them, they set off an alarm, drawing all the creatures on the level to your location.

It Slices, It Dices

No maze adventure game is complete without a hefty selection of weapons and magic, and Fatal Laby-rinth's arsenal is

PROTIP: Use the Chaos Scroll to nullify Red Squares after they've been activated.

With such awesome power at your command, you want to fight a formidable array of bloodthirsty monsters. Fatal Labyrinth has plenty, from the chilling Ice Bars to the sneaky Shinobi. Each monster has a unique style of attack. Some will even melt your armor or steal your food. Watch out!



PROTIP: On the later levels, creatures called Mimics disguise themselves as weapons and money. Be careful!

Lost in a Maze

The weapons are great and the beasts are fierce, but at some points Fatal Labyrinth gets a little weak.

Actual combat is so laid back, it chills the thrills. You equip your weapon, run up to a creature, and just keep pushing into it until one of you bites the dust.

Although this game has many features found in "true" role playing games, such as character traits which improve with experience, it's missing a password system. You can continue after every five levels, but you're still into this game for the long haul.

Fatal Labyrinth's graphics and sounds are just average, fairly lackluster at some points. The theme music is dull and repetitious. At least the sound effects are somewhat realistic.

Fatal's Attraction

Fatal Labyrinth isn't the most complex, intense adventure game ever made, but despite some shortcomings it's a nice diversion for a Saturday afternoon.

The farout beasts and the variety of weapons will definitely hold your interest. At least, the game fills the maze-adventure hole in the Genesis library. If you're looking for hack 'n slash fun that won't give you a migraine, Fatal Labyrinth might be your cure for 'sword and sorcery fever.'

GamePro Game Rating

Fatal Labyrinth by Sega
Price not available – Available now

James Pond

By The Missing Link

The name's Pond, James Pond, Underwater Agent. Just call him, er, bubble-O-seven (a little fish humor). This mod cod's been commissioned to save the seas. Land-lubbing humans are puttin' the squeeze on Mother Nature and have caused some grisly ecological damage to her lands and seas. Oil tankers are sliming the ocean, glacier goons are threatening arctic seals, construction gangs are laying siege to rainforests, and more, much more. Pond must put a stop to this eco-nightmare, fast!

Hooked on Ecology

Pond faces 12 vertically and horizontally scrolling missions, each with kitschy James Bond-esque titles, such as "A View to a Spill," "Fish Fingers," and "For Your Fins Only." "Seek, save, and destroy" is the theme du jour, and Pond's tasks include leading helpless fish out of polluted waters, recovering stolen treasure, and plugging holes in leaky oil tankers.

All the oil and chemical seepage has done little to improve the personalities of the sea creatures. Fish, crabs, snails, starfish, and even the ghost of Bluebeard the Pirate have jumped onto the anti-Pond bandwagon. None of the enemies are powerful enough to filet Pond with one blow, but they tend to attack in droves from every direction. And don't wait for "big bosses" – there aren't any.

PROTIP: In Mission Four, "The Fish With The Golden Bar," use the Mushroom Transporter, located just to the right of Home Pipe, to quickly warp to the boat where you store the gold bars.

PROTIP: Bonus caves are tempting, but they're harder on your Fishometer (health bar) than they're worth.

A "reel" Mermaid's Man.

Bubble Trouble

You could say Pond is full of hot air. A flick of the control button and his fish lips blast out huge bubbles, which trap enemies upon contact. In addition to these nasty blasts of breath, Pond finds items a-plenty; good and bad. Some good items equip Pond with extra bubble power and temporary invincibility. Bad items might make him tipsy or render him temporarily immobile. A fish for all occasions, Pond's can also use his tail like a pogo stick to hop around on land to retrieve needed items.

PROTIP: A fishbowl over the head can prove to be very handy for those out of water excursions. Look for it on the beach, somewhere between the first and fifth mission.

The action, doesn't make any major waves, but it will keep your mind off your chores for a while. Exploring the graphically gorgeous caves, sunken ships, and beaches is fun, but if it's heated combat you're after, well, this cart's a bit of a cold fish.

PROTIP: Uncover invisible bonus blocks by jumping in and out of the water.

Filet O' Fun

In a clamshell, James Pond Underwater Agent is just plain cute. If you're a beginning gamer or a tired gamer who just wants something fun and not too frantic to relax with, this game's a fresh catch. The graphics are pretty, the music's easy on the ears, and it even offers a mellow ecological message. Cast a line for James Pond.

James Pond By Electronic Arts
$49.95 – Available now, 5 megs

SEGA MASTER

PRO REVIEW

By Toxic Tommy

The Grand Master arrived from a far away galaxy with a not-so-grand plan for Earth. Now, the world is his slave. The planet's only hope for salvation is a super, high-tech brotherhood of space-age samurai – the Striders.

Strider Rides Again

We know what you're thinking, SMS gamers – Strider! Awesome! You stuffed quarters into the coin-op, and you drooled over the Genesis version. Now you can have a Strider of your very own. However, don't let your expectations get the better of you.

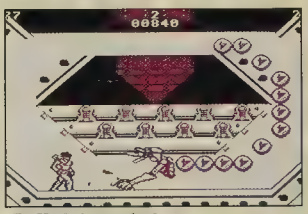
This 8-bit incarnation is a noticeably scaled-down version of the classic, futuristic hack and slash adventure with its own strengths and weaknesses. You get six levels of average fighting action. The side view, multi-scrolling graphics feature many of the great Strider characters and much of the scenery, but they aren't going to make your eyes pop out. The sounds are low key.

All in the Family

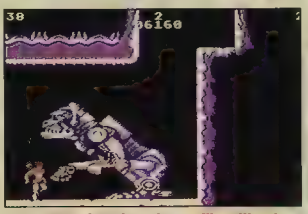
As in the other versions, you play ace Strider Hiryu, and you wield an awesome Plasma Sword that rips through the opposition. Eight-bit Hiryu has all the classic Strider moves such as the outrageous somersault and the neat, one-handed grabs. He also has the same weird slouching walk as he tiptoes up inclines. What he doesn't have is speed, but the other Hiryus aren't the quickest video heroes around, either.

The Plasma Sword is all the firepower you need.

Fortunately, you don't have to be quick to plaster the Master's army. The main alien force is full of soldiers, robots, and animals, but you rarely face two standard enemies onscreen at the same time. Your toughest fights are against mid-level and end bosses, which include a robo-gorilla, a bionic centipede, and a huge, mechanical dinosaur. Master SMS swordsmen ought to plough right through the first four levels, but average fighters will get a work out.



The Master's army is strange.



PROTIP: Defeat the robo-gorilla without eating up precious time, by standing toe-to-toe with it. You'll lose two lives but it's much faster.

PROTIP: To take minimum damage versus the little Tyrannosaurus, time a jump as it charges you so that you land right behind it. Now chase it and slash it before it turns to charge again.

PROTIP: When clones of a bad guy reappear continuously, just jump over one of them to make them stop.

PROTIP: After you beat the Level One muscle man, quickly duck under the platform to avoid the napalm.

The battleground is pretty much the same as in the larger versions. Your one-man invasion begins in the Soviet Union, cuts through a tropical rainforest, and ends up at the Master's outer space moonbase. Each level has several time limit zones that force you to keep moving. Running out of time gets you as often as the enemies do.

PROTIP: Somersault down the snowy slopes to avoid mines and save time, but stop when you reach the ledge, you can't make the cliff jump that way.

Not even space is safe!

Strider Strolls Along

Strider is an average action game that features steady if unspectacular combat. If this is your first Strider experience, you won't be disappointed, but you ought to hunt down the arcade version or tackle a friend's Genesis cart to really find out what all the excitement's about.

GamePro Game Rating

Graphics	Sound	Gameplay	FunFactor	Challenge

Strider by Sega
Price not available – Available June '91
4 megs

"These Guys Think Gaiares Is Awesome."

"I Happen To Agree."

There you have it. The critics agree that Gaiares is one of the hottest games around. In fact, once Dr. Dave of GAMEPRO Magazine got his hands on the 8 meg fighting power of Gaiares, he gave it a perfect score, and stated, "Novice space jockey's need not apply". Then came Electronic gaming Monthly magazine. They were so impressed with Gaiares, they couldn't put it down. They said "Games just don't get any better than this. Gaiares is Phenomenal! 8 Meg of incredible graphics put it in a league all its own. If you thought the lava in the TF-3 was intense, wait till you see the hyperspace scene!" So now that you know what the pro's think, go experience the awesome Gaiares for yourself. And watch out for the bosses.

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PRO REVIEW

TV Sports Basketball

By Fanatic Fan

Turbo-Hoopsters rejoice! Finally, thanks to the folks at NEC and Cinemaware, there's a REAL basketball game for the TurboGrafx-16 (I never considered "Takin It to the Hoop" a real basketball game).

Hoop it Up!

TV Sports Basketball lets you play an exhibition game or compete in an eight-team league. In Exhibition mode, you can play with as many as five people using the TurboTap. All five of you can challenge the computer, or you can pick up computer players to form two mixed teams. League mode is a one-player-only, 10-game schedule, complete with a best-of-three play-off and a championship series.

Good Looks at the Basket

TV Sports B-ball features both vertical and horizontal scrolling. Most of the time you play via a great-looking, vertically-scrolling, 45-degree, half-court view. The screen shifts briefly to a horizontal perspective when a team brings the ball out of its backcourt.

The ball may not be stolen or passed in the mid-court screen, which effectively limits fast breaks or half-court traps. However, that doesn't mean the hoop action's wimped out. During this view both teams can call a defensive or an offensive set. The team with the ball can set up a screen play, a clear out, a post play, or a pick. The defense can counter by calling a trap, setting up a regular defense, or crashing the boards. TV Sports Basketball allows you to run your offense and defense more realistically than any basketball video game to date!

And if the on-court graphics are very good, the sounds are definitely outtasight. Swish shots actually "swish;" bricks really "clang" off the rims.

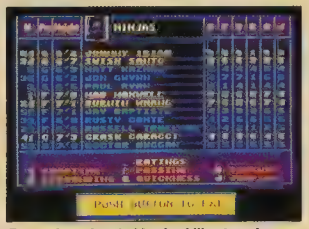
TV Sports Basketball has everything...even cheerleaders.

A Shadow uses his body to block a shot.

PROTIP: Watch those fouls; you want your superstars available for the fourth quarter. It's a good idea to bench any starter who's picked up two fouls in the first quarter, three fouls by the second quarter, or four fouls by the third quarter.

Dream Team Supreme

You get eight teams each with a 12-man roster – just like in the NBA. One of the best features of this game is that every player is rated from 1 to 8 in six skill categories: Shooting, Rebounding, Passing, Quickness, Defense, and Jumping. Superstars? You bet! And they have their own hot dog moves.



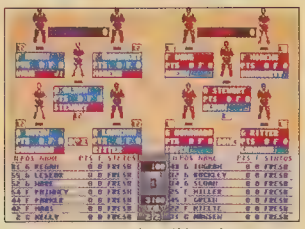
Every player is rated in six skill categories.

Turnover!

TV Sports Basketball isn't as flashy as Lakers Versus Celtics for the Genesis, but it has plenty of exciting action. The only major critique we have is that the middle of the court has essentially been removed from game play.

PROTIP: A team with quick guards (such as the Shadows) can easily drive to the hoop for an easy slam dunk.

PROTIP: Deny your opponent's superstar the ball. Teams with only one major scorer panic if you cover him – this creates turnovers.



Keep tabs on players' condition whenever you call "time out".

That Championship Season

There's never been a "perfect" basketball video game, but TV Sports is pretty darn close. Who says you need NBA superstars to make a good basketball game? The hoops here is excellent, and five-player games are great fun. TV Sports Basketball is a slam dunk!

GamePro Game Rating

TV Sports Basketball by NEC
Price not available
Available June '91, 4 megs

THE NBA'S JAMMIN' ON GAME BOY!

HORSE AROUND WITH CHARLES BARKLEY.

GO ONE-ON-ONE WITH ISIAH THOMAS.

SHOOT OUT WITH PATRICK EWING.

STAR IN YOUR OWN NBA ALL-STAR TOURNAMENT.

MATCH FREE THROWS WITH CHRIS MULLIN.

PLAY ALONE OR HEAD-TO-HEAD AGAINST A FRIEND.

Take the NBA All-Star Challenge on Game Boy

Hooked on Pro Basketball? Your best shot is LJN's NBA All-Star Challenge for Game Boy with 27 (not a misprint) of the NBA's greatest stars (one from every team) in five action-packed events.

This is Game Boy action for real basketball fans...the players look real...their moves look real, the sounds are real. So, what are you waiting for? The 24-second clock is running and the action's FAN-TASTIC!

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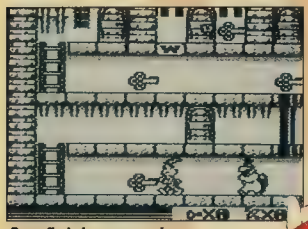
GAME BOY

PRO REVIEW

By Riff Raff

Once again, Bugs Bunny hops from Looney Tunes to the Crazy Castle on the Game Boy. In Bugs Bunny Crazy Castle II, Bugs is out to save Honey Bunny, his long time love, who's been kidnapped by the Wicked Witch and whisked away to her castle.

Just like a Bugs Bunny cartoon, there's nothing complex about this action puzzler. The Witch's castle is full of mazes, which are full of obstacles and "wascally" 'toon enemies. While evading or fighting these guys, you must find eight keys hidden on each level and then find the door they open to move on to another level.

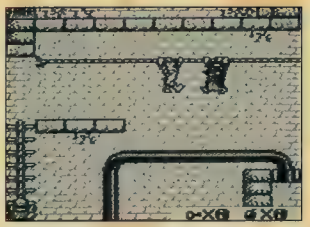


Bugs finds keys everywhere.

It sounds easy and for the most part it is, except that there are 28 levels! At least you get a simple four-letter password after completing a level.

Looney Tune All-Stars

The graphics are nothing special although all of your Warner Bros. favorites make an appearance. You see the entire level onscreen in a side view. Even on the small Game Boy screen you'll recognize Daffy Duck, Wile E. Coyote, Yosemite Sam, and Sylvester the Cat instantly. Don't let these familiar faces fool you, though. They're all out to get you!



This game's not as easy as it sounds.

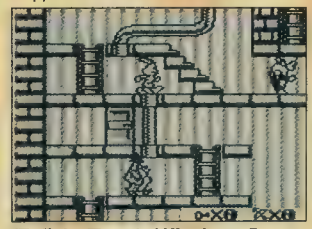
The simple sounds should have "taken a left a Albuquerque." They aren't up to par with the rest of the cart.

PROTIP: If you're having trouble with a level, try punching in simple household-type words such as "GAME" or "SHIP."

PROTIP: If a certain villain consistently bugs Bugs, use this trick to evade him. Wait until he enters a staircase or a pipe, and then enter that staircase or pipe from the opposite end. You'll pass right by him without being harmed.

Rabbit Aids

Nobody can get himself out of a jam like Bugs, but this time he needs a few tools to save the day. The handiest item is the Bopper which shatters blocks. Other



'Thuffering 'Thuccotash! Your Looney Tunes buddies are baddies.

items include bombs, an invincible potion, a pickaxe to help you climb over unbreakable blocks, safes, crates, and 10-ton weights to shove onto your adversaries. Though they're sometimes out in plain view, these items are usually stashed behind doors.

PROTIP: Some rooms are empty. To turn nothing into something, use the doorway as a way to freeze enemies for a few seconds. Simply enter a room, turn around, walk back out again, and the enemies will be frozen.

What's Up, Doc

We all know no one can out fox the Wascally Wabbit. Maybe that's why you don't have to strain many of your own strategy and action skills to rescue Honey Bunny. Although it may be a bit on the easy side for experts, it's a great game for youngsters at beginning to intermediate skill levels, especially considering the characters involved. With smooth animation, good fun, and lively action, Bugs Bunny on the Game Boy is actually better than the NES version. And th...th...th...that's all, folks!

GamePro Game Rating

Bugs Bunny Crazy Castle II by Kemco Seika
$24.95 – Available Aug. '91, 1 meg

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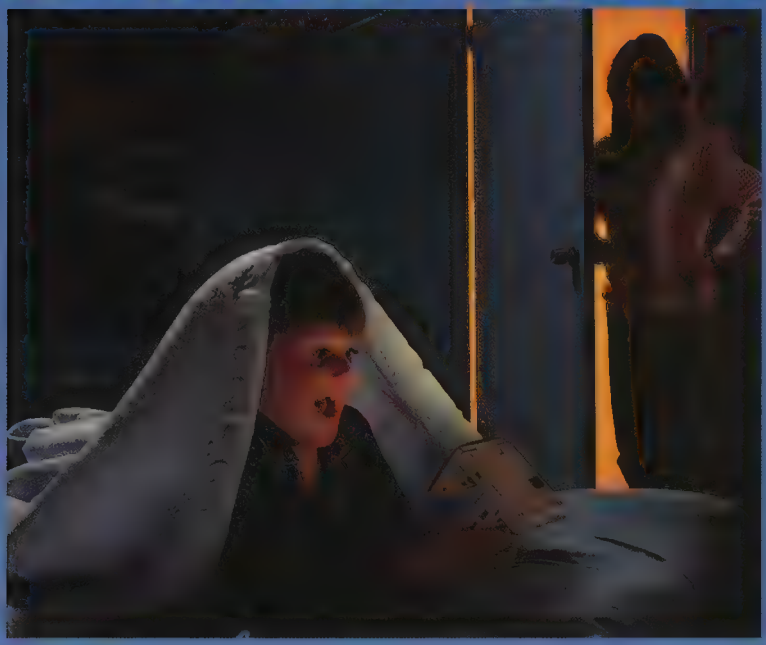
Light Boy is Bound to Attract Attention!



The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...

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JEOPARDY

By Brother Buzz

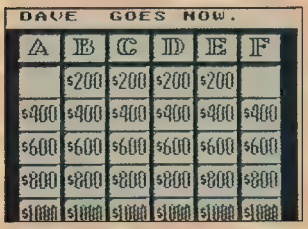
The answer is: A Game Boy cart from GameTek based on the hit television game show where contestants formulate questions to fit trivia answers.

The question is – all together now – "What is Jeopardy?!"

TV or not TV

If you don't know what Jeopardy's all about, get the details by checking your local television listings and tuning it in. Basically this three-player trivia game centers around a big board listing six subject categories, each with five squares which hide related "answers." The contestants try to formulate the "questions."

Succeed and you win big bucks; guess wrong and you lose money. First, you play regular Jeopardy where squares are worth $100, $200, up to $500. Then



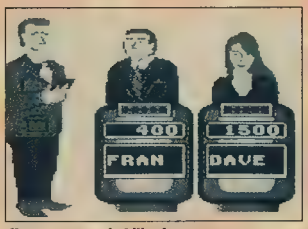
Double Jeopardy!

you play Double Jeopardy, where the dollar amounts, uh, double. Finally, you play...that's right, Final Jeopardy, where you go for the win with one big bet on one answer.

Alex Doesn't Live Here

The Game Boy version closely resembles the TV show, minus host Alex Trebek. For example, you pick "Rock and Roll" and the $500 square, which reads "The two left-handed Beatles." If you query "Who are Paul and Ringo?" you win five big ones. Now if you're wondering "Who are the Beatles?" this cart probably isn't for you.

In fact, GameTek targets this cart for players 14 and older, but high school aged players will find very few questions tuned to their generation. For instance, the Rolling Stones are the only musicians mentioned in the Rock and Roll category who are still rocking. However, pondering-Jeopardy's "facts and useless information" should give players 21 and older a good work out.



Use your name, but it's always man vs. woman.

Trivial Pursuits

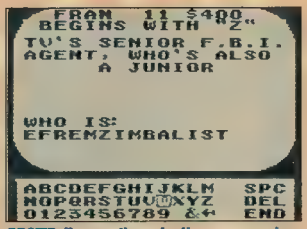
Jeopardy has 260 categories, which resemble those on the TV show: "Famous Quotes," "Starts with a Z," "The Presidents," etc. However, the questions here, while thought-provoking, are easier on the whole than those in either Trivial Pursuit or TV Jeopardy.

In the Game Boy version you can pit your brain against the computer or match wits with a friend. To its credit Jeopardy doesn't require a Game Link for two-player matches (although that option exists). One player can use the control pad while the other uses the buttons. It's intimate, but rubbing shoulders and trading trivia with a friend is fun and much more challenging than playing the computer.

The computer's a pushover; It rarely knows an answer. Plus since some categories repeat answers, later on you can memorize them.

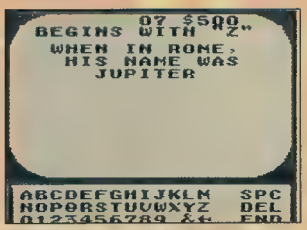
PROTIP: When you memorize the answers to categories, play them first to build an awesome lead.

The interface takes time to master – and use. You spell out answers by selecting letters and/or numbers with the directional controls and the buttons, just like entering a password. Pay attention because spelling counts!



PROTIP: To save time, don't use spaces between words in your answers.

PROTIP: Sometimes when the answer is a person's name just the last name will do – sometimes.



Jeopardy tests your mind, not your eyes.

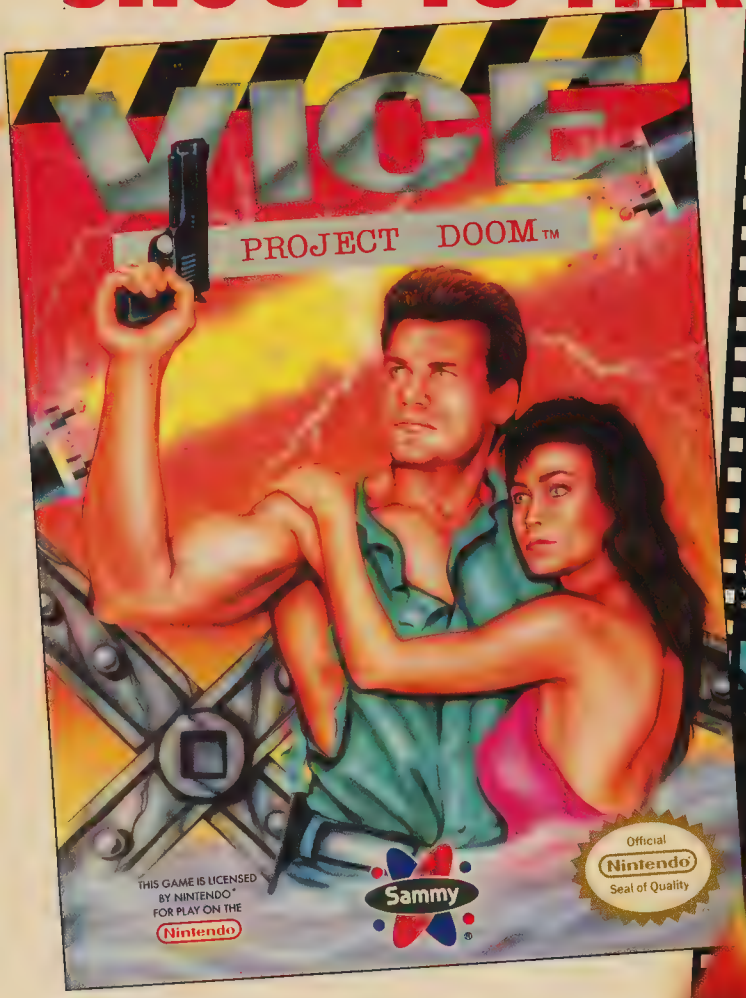
This is obviously a text heavy game so the minimalist graphics are okay. The sounds are a cutesy rendition of the Jeopardy theme, period. Meager, but then what else do you need?

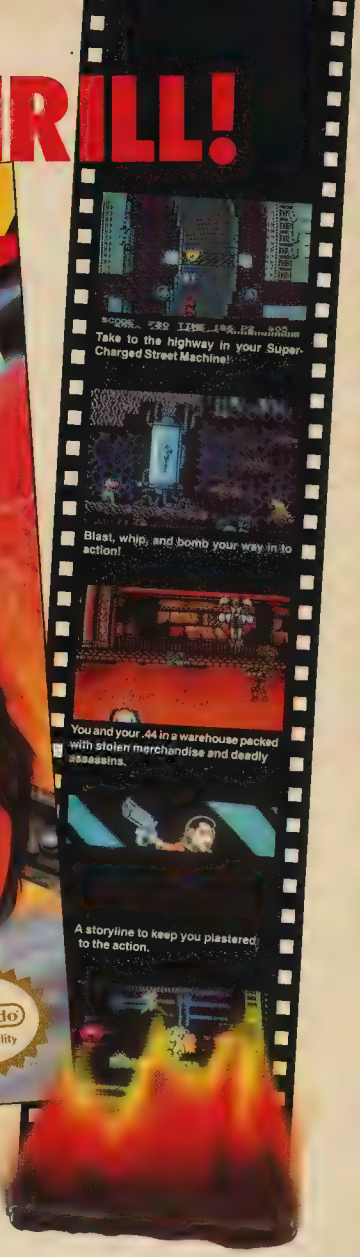
Your Mind's in Jeopardy

If trivia turns you on, Jeopardy is entertaining until you've answered all 1,705 questions. If you already know what a cat's vibrissae are or what Hoelger-Nielsen is a method of, look elsewhere for a trivia challenge.

Jeopardy by GameTek
$35.95 Available now, 1 meg.

SHOOT TO THRILL!





Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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GAME GEAR

PRO REVIEW

DRAGON CRYSTAL

By Brother Buzz

You always wanted to gaze into a crystal ball, so when you get your chance, you go for it. Too bad there's an evil wizard looking back at you. Now, look deep into the Game Gear and prepare to embark on a fantastic adventure.

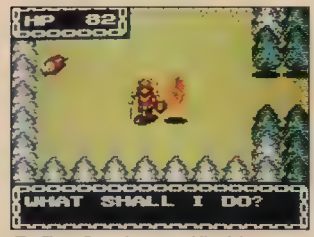
Enter the Dragon – Crystal

Dragon Crystal by Sega is a rousing action/adventure game with an easy-to-use role-play game (RPG) interface. You try to find your way back to reality as you know it by trailblazing through 30 maze-like levels, which require equal parts exploring, discovering, and fighting. The longer you last the higher your status becomes, from a lowly Apprentice to a mighty Warlord.

PROTIP: In general, concentrate your search towards the center of the level. Warps and other rewards are usually there.

Fighting to Make a Point

You fight using a classic RPG hit point technique that's much more exciting than it sounds. Jam on a button to thrust your weapon at your adversary and the Game Message Window pops up. It scores hits



The Flame Bar eats up your hit points.

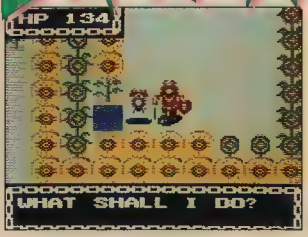
and misses as you fight the monster on-screen. Obviously, whoever reaches zero first is a goner. Know when to fight and run away and you'll do well.

PROTIP: If you're in a desperate situation versus monsters, buy time by hitting Button 1 to display the Status Screen. Then use everything you have!

PROTIP: If you run into a monster gang in a clearing, it's easier to waste them by drawing them out one at a time.

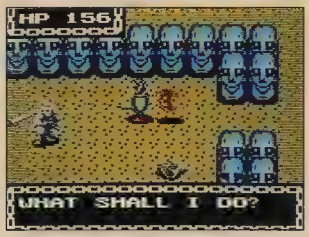
On the Level

Dragon Crystal's color graphics are, well, crystal clear. The level terrain is picturesque, and the monsters strut their stuff with slick styling and entertaining animation.



Warps get you to the next level.

The labyrinthine terrain includes evergreen forests, fields of giant sunflowers, and rows of Easter Island-style stone-heads. To start each level, you materialize in the midst of these things. The challenge is to open a path through them. Then during your explorations you uncover open fields where you'll find handy items – and/or grisly monsters.



This dragon's friendly, this ninja isn't.

For tiny color characters the monsters are cool. There's a horde of fierce fighters, and even on the small screen they look great. Fire orange, crystalline Flame Bars cast tiny shadows on the ground as they fly. Only the tip of the Sand Shark's fin shows until it snaps at you with a nasty "Jaws" move.

PROTIP: From Level 10 on, some creatures such as the Code 04863 killer satellites don't attack you unless you attack them.

Your potential equipment is standard fantasy game issue: Weapons, Armor, Scrolls, Rods, Pots, Rings, Food, and Gold. You need it all! Weapons and Armor are rated for hit points. Scrolls, Rods, Pots, and Rings come in a rain-

There's lots of stuff just lying around.

bow of colors (up to 11 different hues), each signifying a unique power. Sometimes, however, they're cursed!

PROTIP: If hit points are critical but you have Food, just walk around to build up points. But avoid monsters at all costs.

A Neverending Story

Dragon Crystal is great fun. It's a top quality game that sets high standards for Game Gear carts to come. Even the music's not bad. This adventure can go on forever (but six AA's last under three hours, so get an AC adaptor), there are no passwords, you must nab mucho gold to continue, and dying mixes up all the magic powers! But Dragon Crystal definitely doesn't drag-on.

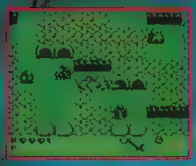
Dragon Crystal by Sega
Price not available – Available now

ROLAN'S CURSE

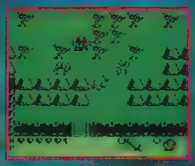
OFFICIAL GAME BOY VIDEO LINK GAME PAK

The land of Rolan has been cursed by the evil Emperor Barius, and now, hundreds of dark creatures roam free in the countryside.
Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

for your **GAME BOY**™ Nintendo®



Fight alone, or use the link and play with a friend!



Rolan will discover an arsenal of weapons to use!

Battle some of the strangest beasts this side of fantasy-land!

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Crystal Mines II

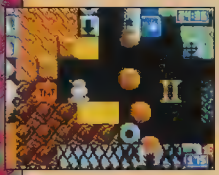
By Gideon

Crystal Mines II is an appealing mix of fast, arcade-action gameplay and complex, brain-bending puzzles. Colorful graphics, a wide variety of obstacles, 360 degree scrolling action, and over 100 levels (including some hidden levels) make this game worth a peek!

Carvin' Out Crystals

On a distant planet, you run a mining station manned by diligent, remote-controlled robots. You guide the 'bots through the many treacherous levels beneath the planet in order to collect valuable crystals. However, this storyline is really just window-dressing since you can skip levels, and there's no ultimate goal, except to have a good time. Each level is a unique, multi-scrolling, side view maze game unto itself. Level areas vary in size from four screens to 11 screens.

Your robot must cautiously dig tunnels or create landslides to reach the gems, all the while keeping an eye out for robot-chomping rock monsters, robot-mashing boulders, and robot-melting mud, slime, and lava. As if that wasn't enough, beware the bottomless black holes, exploding radioactive rocks, mineral monsters hibernating inside boulders, and paralyzing pools of lava and tar!

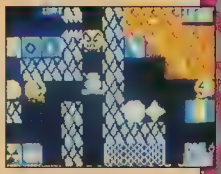


PROTIP: Make sure you have an avenue of escape before you plant a bomb, it blows in five seconds!

Fortunately, your robot miner isn't completely helpless. You're armed with a rock-cutting laser gun and TNT bombs. Hidden power-ups enable you to enhance your laser's firepower and race through mud and lava.

PROTIP: Play it safe and try to take out a swarm of nasties by planting a bomb in their midst!

PROTIP: Stop to study the patterns of the rock monsters before you enter a new chamber. You can safely travel behind them without harm.



PROTIP: Don't fire your lasers randomly when you encounter new territory or you might trigger hidden traps.

Let's Rock!

Crystal Mines II is a good-looking, fun game for all skill levels that will definitely give you your money's worth. It calls for intense concentration and pre-planning, but if you get stuck, you can always jump to a new challenge on another level. One thing's certain, you'll really "dig" this game!

GamePro Game Rating

Graphics | Sound | Gameplay | FunFactor | Challenge

Crystal Mines II by Atari
$34.95
Available now, 1 meg

Warbirds

By Rigor Mortis

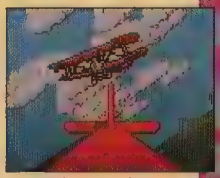
Power to the Lynx! Air power, that is. The tiny Lynx accomplished a gargantuan task that neither the NES, the Genesis, nor the TurboGrafx-16 could successfully pull off – create an exciting, yet realistic air combat shoot-em-up! In Warbirds, you sit in the cockpit of a World War I biplane behind twin, front-mounted machine guns as you face hordes of death-dealing enemy aircraft!

PROTIP: Your plane can climb higher than any of your opponents; therefore, make the enemy sitting ducks by flying high and attacking them in a circling power dive.

An Arcade Aviator's Dream

Warbirds' extremely detailed graphics are astounding and realistic flight simulation will knock you out. As with most flight games, you look straight ahead from the cockpit, but Warbirds takes this perspective to another level by also allowing you to see behind, left, right, and above your cockpit. Zoom by your opponent on the right, and follow him as he passes by your right wing, your tail, and beyond! The Lynx's highly detailed scaling capabilities are maxed out here, creating a realistic sense of depth and field perception that extends to the enemy planes, clouds, mountain ranges, and the horizon.

Gameplay is extremely true-to-life, allowing you to perform barrel-rolls, corkscrews, and power dives at will! The laws of physics firmly apply so don't expect to pull out of outrageous nose dives, initiate impossibly quick turns, or bank at 90 degree angles without stalling.



PROTIP: Turn off your engine to make the tightest turns possible.

Fly six different missions from the easy "Milk Run" to the challenging "Swarm," where three enemy aces attack you simultaneously! For real fun, you can Comlynx up to three friends, where each player views the action from his own flying perspective.

PROTIP: Dive into the clouds to lose your opponents

PROTIP: Always approach an enemy from the rear, since their guns are front-mounted.

A Super Fly!

Warbirds is one of the most impressive Lynx games to date, and it really allows the Lynx to strut its stuff. Gameplay is smooth and easy to learn, and the different game scenarios keep the challenge fresh. Warbirds is sure to get you flying high!

Warbirds by Atari
$34.95
Available now, 1 meg

GamePro Game Rating

Graphics | Sound | Gameplay | FunFactor | Challenge

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Nintendo

Wrath of the Black Manta

Dear ASK THE PROS,
In Wrath of the Black Manta how do you defeat the drug lord at the end of the game? He's at the end of Level Five: DRAT Headquarters. I have tried every possible combination of weapons, but he still has me puzzled. I don't know what to use. Thanks a lot!

Daniel Puzzo, New York, NY

The Fire Bomb, Fire Ring, Spider and Missiles will do the trick against El Toro.

Dear Daniel,
To defeat El Toro, the drug lord at the end of Level Five, you will need to use four of the Ninpo Arts. Use the Arts of: Fire Bomb, Fire Ring, Spider, Fire Bomb again, and Missiles. Make sure to use the arts in that order.

The Adventures of Link (Zelda II)

Dear ASK THE PROS,
Where do you find the flute in Zelda II: The Adventures of Link?

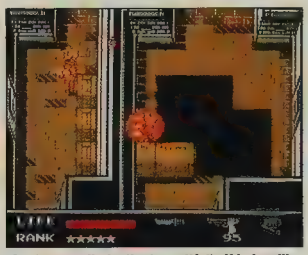
Benjamin Hansen, Holland, MI

Dear Benjamin,
The flute you seek is in the fifth palace. I know, you've already been in the fifth palace and you didn't see a flute. That's because it's behind an illusionary wall. When you get to a blue knight that shoots swords at you (he'll be on your right side), defeat him or get by him. Just past him is the illusionary wall. It looks like a real wall, but you can jump right through it. Go through the wall and you'll find a key and the flute on the other side.

Snake's Revenge

Dear ASK THE PROS,
I've been stuck outside the room with Card Key 7 in Snake's Revenge for about two months. How do you get past the two pitfalls that are there?

Todd Dion, Boca Raton, FL



Snake can slip by the two pitfalls if he's willing to take a grenade blast.

Dear Todd,
No sweat! To get past the two pitfalls outside of the room with Card Key 7 just set off the alarm on the board. Then, go back along the left wall. The grenade-throwing soldiers will appear. Put on the body armor, get hit by one grenade, and then quickly run past the pitfalls while you're invincible.

Game Boy

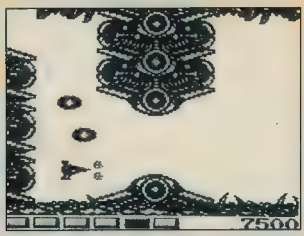
Nemesis

Dear ASK THE PROS,
I'm baffled by Nemesis. How do I get to the bonus round to receive the 1-Up blocks? Is it on a specific stage?

Brian Margavage, Pottsville, PA

Dear Brian,
There are only two bonus stages that we know of in Nemesis. They're located on Stage Two and Stage Four. Just past the second large Starship in Stage Two there's a volcano at the top of the screen. Zap the volcano and fly to where it was. You'll end up in the first bonus stage. In Stage Four, destroy the Re-Bone in the third shaft, then fly to the bottom of the screen (straight down from where the Re-Bone appeared). The bonus round entrance is right there at the bottom of the screen.

Enter a bonus area in Stage Two here...



...and here in Stage Four.

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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ASK THE READERS

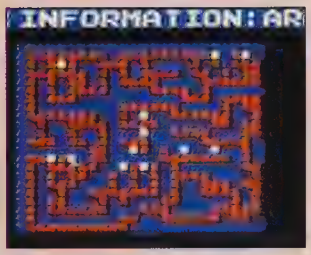
Questions E and F Winners

Here are the winners of the Ask the Readers column that appeared in the March 1991 issue of *GamePro*.

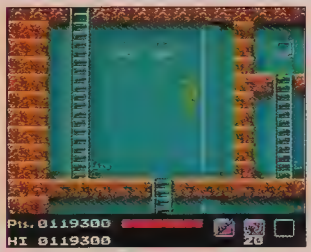
Question E: Teenage Mutant Ninja Turtles (NES)

Dear ASK THE PROS,
This is the first time I ever wrote to a pro for help because I never needed help from anyone. I can't get to Shredder in the original TMNT from Ultra for the NES. I'm in the Technodrome, but I can't get past those flying dudes that shoot lasers. Can you please, with a cherry on top, help me?

Cathy Kuy, Harvey, LA



Head for the building at the lower middle section of the map.



You'll find all the Kiais you'll need against the Shredder.

ANSWER:

When you're on the stage with the Party Wagon find a building that has the "kiai" weapon. Fill up all your turtles with this weapon (this takes a while but it's worth it). When you get to the "flying dudes with the lasers" keep jumping up to their height and shooting them with the kiais. It will take about three hits with this weapon but remember that one kiai will continue all the way across the screen.

Justin Henley, Tempe, AZ

Question F: Spellcaster (Sega Master System)

Dear ASK THE PROS,
In Spellcaster for the Sega Master System, where do I find the robot hand to power the ship?

Billy-Joe Olson, B.C., Canada

This robot will give you a hand in powering the ship.

ANSWER:

To get the robot hand that will power the ship you must pass Mt. Hinokami, beat the one-eyed flying lizard, and then defeat the robot which opens and closes his eyes. After you defeat the robot there will be a picture of the place where he blew up and in the middle of the picture is the robot hand. LOOK at it, then TAKE it and move to the ship. Here's a password which will start you off at Mt. Hinokami with 999. After you input this password, all you'll need to do is move to Mt. Hinokami. Here's the password:

mq0sNvEkGGY9
N4a9bPZ8KYyC

Alex Ginnakopoulos, Hermiston, OR

(Cathy, Justin, Billy-Joe, and Alex all get the 1991 edition of the "Gotta Getta GamePro" T-shirt. Thanks for the questions and answers, folks!)

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Aero Blasters (TurboGrafx-16)

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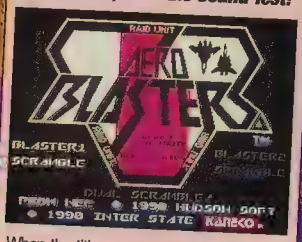
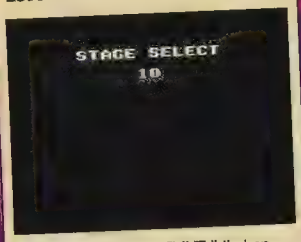


When the title screen appears, quickly push and hold down Select. While holding down Select, gently roll your thumb across the control pad from the center to the right until you see "SOUND 00" or "CREDIT" appear onscreen. Release the Select button and press it again to select Sound or Credits. Now press Up during Credits for up to 9 credits. Do the same thing at Sounds and press Button 1 to hear them.

Ronald Dobek, Philadelphia, PA

Teenage Mutant Ninja Turtles II (Nintendo)

Level Select & 10 lives!



Here's a pad trick for TMNT II that enables you to select stages and get 10 Turtles per continue! When the title screen appears, press B, A, B, A, Up, Down, B, A, Left, Right, B, A, and Start. If you have done this correctly, you'll see "STAGE 1" appear on the screen. Just select the stage you want and press Start when you're ready to play!

Edward Sampson, Jackson, MI

Heavy Shredding (Nintendo)

99 Lives and Stage Select!

For 99 lives, at the title screen press Left while holding down Buttons A and B on Controller 1 for 99 lives. When the Mountain Course Map appears, press A to select your course.

Brandon Bowlds, Owensboro, KY

Maniac Mansion (Nintendo)

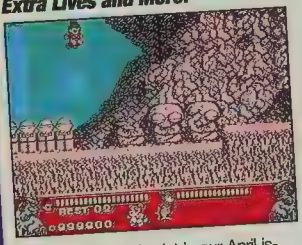
Inner Door Combination

To open the inner door of the lab, don't fix the wiring in the attic and the combination will remain 0000.

Chris Pepin, Escanaba, Michigan

Conquest of the Crystal Palace (Nintendo)

Extra Lives and More!



Sorry about the misprint in our April issue. Here's the working code with more tricks then before!

At the title screen, press Select and A simultaneously. Release them and then press Select and B simultaneously. Keep doing this until you hear a chime. Then press Start to play the game. Now when you're playing the game, hold down Select and press:

Right	= Temporary Invincibility
Left	= add Gold.
Up	= Super Jump
Down	= restore your life meter.
Up/Right	= add lives (up to 99)
Down/Left	= power up your sword.
Up/Left	= the Fire Weapon.

(Remember to hold down Select while you press the above!)

James Careman, Philadelphia, PA

Maniac Mansion (Nintendo)

Invisible Dave!

To Make Dave invisible, first make Syd or Razor microwave Weird Ed's hamster. Then make Dave get the exploded hamster out of the microwave and give it back to Ed. Dave will now be invisible, but he can still help out the others.

Jason Price, Trappe, MD

Mission: Impossible (Nintendo)

Here are some passwords to make Mission: Impossible more possible.

Area 2:	H-M-P-R
Area 3:	K-M-V-W
Area 4:	X-D-G-J
Area 5:	T-V-J-L
Area 6:	Q-B-Y-Z

Jeremy D. Pettit, Little Falls, MN

Shadow Blasters (Genesis)

Invincibility!

With two control pads you can make your Shadow Blasters characters invincible. First select a two-player game at the title screen. Now choose your characters. Once you start playing the first selected level, let Player One's energy level drop down to the last block on the energy bar. Now let Player One get hit once more while you rapidly pressing Start on Player Two's control pad. Player One's character should now be flashing in the center of the screen. That character's now invincible. You can repeat this technique for all of your characters. Just remember that you can't pick up energy while you're invincible, although you can pick up everything else!

John Smith, Richmond, BC, Canada

Gain Ground (Genesis)

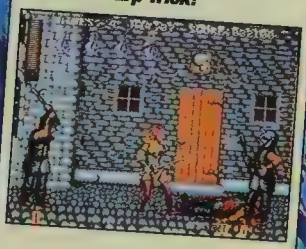
Level Select!

Here's how to select levels in Gain Ground. First enter the Options Screen. Make sure that the arrow is pointing at "LEVEL" and press these buttons in the following order: A, C, B, C. "Round Select" will now pop up below "Sound Test." Just select a round, exit, and there you are!

Randy Oyler, San Jose, CA

Sword of Sodan (Genesis)

Here's a Warp Trick!



To warp to different levels you need two controllers. All you have to do is get the top score on the high scores list. Now, instead of entering your name for the high score, enter: HINANP:) Then press Start on Controller 2 to skip levels.

Jim Lockheed, Cleveland, OH

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Ms. Pac-Man (Lynx)

Super Speed Mode!

While playing a normal game of Ms. Pac-Man, press Pause. Now while the game is paused, press A, A, B, Option 1, A, A, B, then Option 1 again. If you've entered the sequence correctly, a lightning bolt will appear at the top of the screen next to your score. Now you can press Button B during the game to rocket Ms. Pac-Man around the screen at super high speeds! This trick can be repeated as many times as you like on any mazes in the game!

Matthew Kennedy, Clifton Park, NY

World Cup Soccer (Nintendo)

Kicking Codes!

Here are some codes for World Cup Soccer that will take you all the way to the final. You can also change the last two numbers of the codes to pick which team you will want to use.

Codes (with West German team):

2nd Match	10310
3rd Match	30710
4th Match	01510
5th Match	22010
6th Match	72110
7th Match	11510
8th Match	42410
9th Match	62610
10th Match	60210
Semifinal	22310
Final	12810

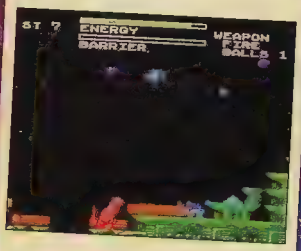
Teams (Last two numbers in codes):

00	USA
01	Holland
02	Japan
03	France
04	Cameroon
05	Russia
06	Mexico
07	England
08	Spain
09	Brazil
10	W. Germany
11	Argentina
12	Italy

Randy Szelinski, Kingwood, Texas

Dinowarz (Nintendo)

Codes!



Here are the codes for Dinowarz!

Level 1:	8547
Level 2:	5431
Level 3:	9892
Level 4:	6315
Level 5:	7452
Level 6:	1697
Level 7:	6425

Dan Kubb, Aldergrove, Canada

Battle Bull (Game Boy)

Fully-armed Passwords!

The following passwords allow you to start at any level of Battle Bull with all of the armaments and weapons activated. Just be sure to select the armaments and weapons you want from the maintenance shop before you start a level.

Stephen Sharp, S. Burlington, VT

Level 1	LK**	Level 10	WP**	Level 19	6T**	Level 34	QP**
Level 2	LP**	Level 11	WT**	Level 20	6Z**	Level 35	QT**
Level 3	LT**	Level 12	WZ**	Level 21	63**	Level 36	QZ**
Level 4	LZ**	Level 13	W3**	Level 22	67**	Level 37	Q3**
Level 5	L3**	Level 14	W7**	Level 23	6***	Level 38	Q7**
Level 6	L7**	Level 15	W***	Level 24	FF**	Level 39	Q***
Level 7	L***	Level 16	6F**	Level 25	FK**	Level 40	1F**
Level 8	WF**	Level 17	6K**	Level 26	FP**	Level 41	1K**
Level 9	WK**	Level 18	6P**	Level 27	FT**	Level 42	1P**
				Level 28	FZ**	Level 43	1T**
				Level 29	F3**	Level 44	1Z**
				Level 30	F7**	Level 45	13**
				Level 31	F***	Level 46	17**
				Level 32	QF**	Level 47	1***
				Level 33	QK**	Level 48	4F**

Rampage (Lynx)

Secret Level Select!

To select any of the 61 cities in Rampage, just use this simple cheat! Go to the character selection screen and before selecting your character, press Pause. Now un-pause the game and select your character. When the newspaper headline screen appears, hold down Option 1 and move the joypad in any direction. Now you can select any city you want to destroy!

Matthew Kennedy, Clifton Park, NY

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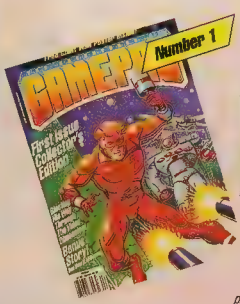
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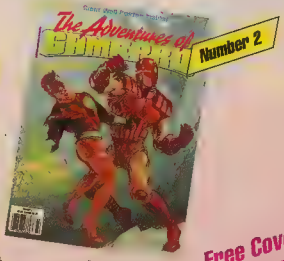
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SECRET WEAPONS & TACTICS

Ninja Boy (Game Boy)

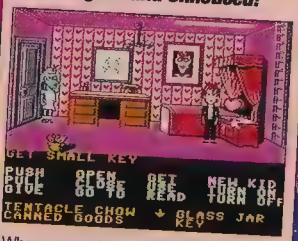
Continue!

When you die in Ninja Boy, press Start, A, and B simultaneously and you'll continue your game at the stage where you died.

Caleb Dutson, Oak City, UT

Maniac Mansion (Nintendo)

Sneaking Around Unnoticed!

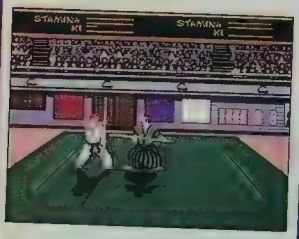


When you go into either Nurse Edna's or Ed's room, you can look around without getting put in the dungeon! All you have to do is enter their room and quickly change characters before they grab you. Now wait for 15 seconds and then change back to the character that's in that room. You'll be able to pick up everything in the room while they just stand and watch, just don't touch Ed's piggy bank. He'll notice that!

Nathan Park, Sumiton, AL

Budokan (Genesis)

Defeat Okabe and Ikeda with Ease!

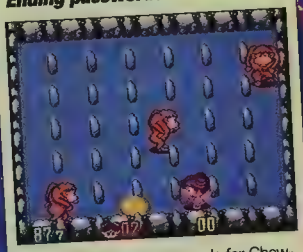


To easily defeat Tetsuo Okabe in Match 5 and Miyuki Ikeda in Match 8, follow these directions. Choose the Bo before the match. As soon as the match begins, press and hold down any button while holding down Left. You'll be able to stand there and block all attacks from your opponent. As you block the attacks, your Ki will grow. Wait until your Ki has reached it's limit and strike a blow to your opponent. He or she should only take one hit to knock out!

James D. Brown, Baton Rouge, LA

Chew-Man-Fu (TurboGrafx-16)

Ending passwords!



These are the final passwords for Chew-Man-Fu.

Level 500: 902062
Level 550: 075653

James S. Brooks, Barrie, ON, Canada

Gates of Zendocon (Lynx)

Obtain All Alien Helpers!

When the title screen appears, press Option 1, then enter the code: TRYX, and press A. As soon as the level begins, start dropping bombs so that they hit the floor. Near the beginning of the level, the bombs will start to go through a hole in the floor. Once you find the hole, maneuver through it and dodge the obstacles approaching you. Now, enter the first gate you see and you'll warp to the Bonus Level. Here you can obtain all four Alien Helpers.

Mike Chubb, Hoffman Estates, IL

E-SWAT (Genesis)

Level Select!

First insert the E-SWAT cart into your Genesis. Turn on the power and wait for the E-SWAT title screen to appear. Pull E-SWAT out from the Genesis without turning the power off. Now re-insert the E-SWAT cart and press Reset. Press Start when the Information screen shows up for Level 1. Now hold down Left on the controller while holding down A, B, and C simultaneously. When you see a number pop up, push Up or Down to select the desired level.

Jermaine Hanks, Chicago, IL

WARNING!! Tricks that involve removing games while the power is on can seriously damage your Genesis, Nintendo, TurboGrafx-16 or any other game unit. Perform them at your own risk.

PipeDream (Game Boy)

Passwords!

Here are all of the passwords for Pipe Dream!

Level 5:	HAHA
Level 9:	GRIM
Level 13:	REAP
Level 17:	SEED
Level 21:	GROW
Level 25:	TALL
Level 29:	YALI

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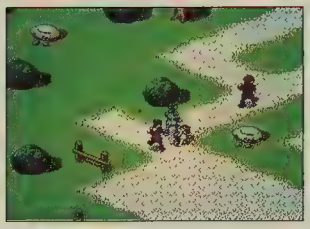
Nintendo

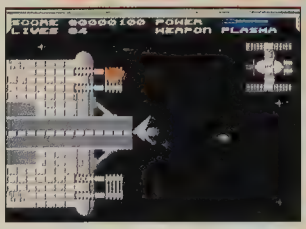
Bill and Ted's Excellent Video Game Adventure (Acclaim)



Bill and Ted, stars of the box office smasharoo Bill and Ted's Excellent Adventure, have teamed up with Acclaim to bring you an all new NES title called, naturally, Bill and Ted's Excellent Video Game Adventure. Yes, the awesome twosome's slipped into video-land to partake in some more turbulent time traveling, and you, in either the single or two player mode, get to go along for the ride. If the incredible 360 scrolling doesn't make you dizzy, the challenging combination of action and role-playing will. Via their handy time warping telephone booth, Bill and Ted travel through time to find misplaced historical figures, such as Abraham Lincoln, who've mysteriously landed in the wrong place and century, and return them to their proper time period. They must make pit stops in well known places and periods in history, both past and future, such as ancient Egypt and the Renaissance to quiz the locals for clues. Can Bill and Ted preserve the history of the world? Only time traveling will tell.

(Available July)

Moon Ranger (Bunch Games)



If you have trouble buying the man-on-the-moon theory, Bunch Games' new action adventure, Moon Ranger, might help make a believer out of you. Many years ago an alien civilization planted a space craft on the surface of the Moon and programmed it to harvest the life-sustaining elements of the Earth's solar system. (Ya' know, minor things like oxygen and water.) The ship lay dormant for many years, but now it's running full force, and if the aliens manage a plentiful harvest, Earth won't survive! It's going to take the skill of the one and only Moon Ranger to bust

Quick, turn the page!

this bogus harvest. In this combination air and land travel shooter, you have the aid of the Moon Ranger All Terrain Vehicle along with a specialized suit of armor. And, if those two devices let you down, simply kick in the ADAPTO enemy weaponry and then adapt it to your own. Battle your way through the Asteroid and the Moon Bases and across the Lunar Surface in search of the alien's power source – the Element Converter! Get those phonies off the farm!

(Available now)

Tecmo Super Bowl (Tecmo)

Tecmo's back in the ball game, the football game that is, with a sequel to its hard hittin' success, Tecmo Bowl. It's called Tecmo Super Bowl, and it's practically bursting with play options guaranteed to satisfy the most discriminating football cart fan. A few of the hot ticket options are the Play Back and the Dive Play, selections which enable you to

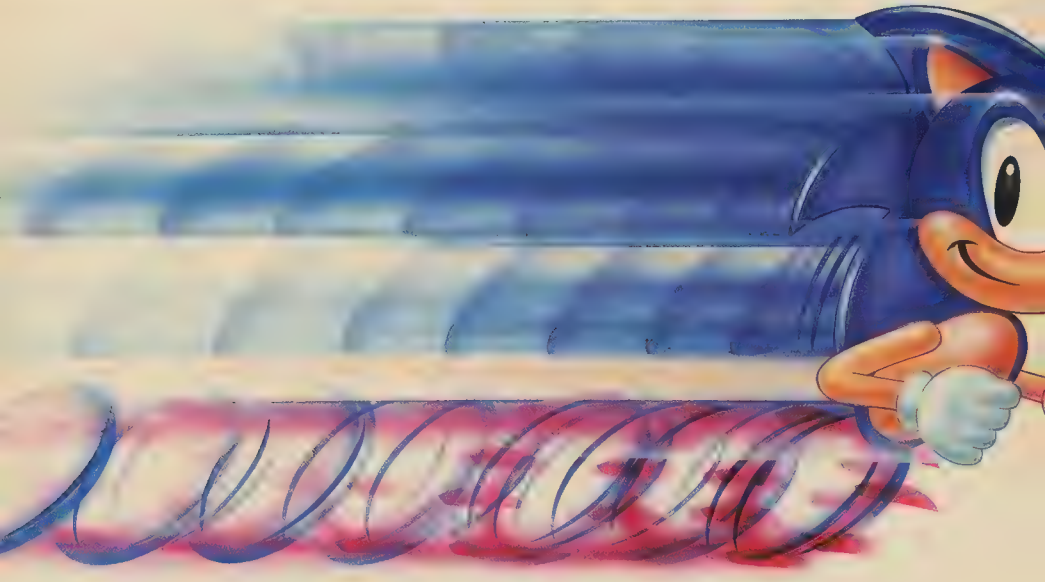
change the play pattern of the other teams as well as dive for passes and precious first down yardage. Heck, this game's so realistic, your team members even get tired as each game progresses! There are 16 weeks in the Tecmo Super Bowl Season, and the winning teams from each division, along with a wild card team, play against each other to decide who goes on to the ultimate football competition, the Super Bowl. It goes without saying, but we'll say it anyway, "Tecmo Super Bowl is a sure fire hit you won't want to miss."

(Available July)

Game Boy

The Hunt for Red October (Hi Tech Expressions)

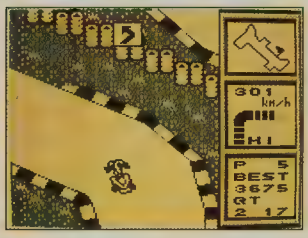
Expression's new action-packed Game Boy adventure, The Hunt for Red October, and you can brag to your friends about how your submarine was pursued by the entire Russian navy! Submerge yourself in this challenging underwater action/shooter alone as Captain Mark Ramius or with a friend, where one of you plays Ramius and the other commands the pursuing Red Fleet. Like the big screen movie, the video version



plunges you into a hide-and-seek mission where you must use the submarine Red October's top secret propulsion system, which renders you temporarily invisible to sonar, to successfully defect from Russia by escaping out of Soviet waters. Be prepared for some old fashioned head-to-head combat Batten down the hatches, the Red Fleet is coming for you!

(Available May)

Bill Elliott's NASCAR Fast Tracks (Konami)

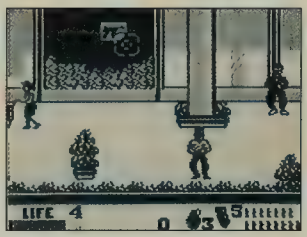


How would you like to hit the tracks at speeds over 120 mph in your very own customized stock car? Bill Elliott does it all the time – and you could, too! In Bill Elliott's NASCAR Fast Tracks, a new two-player Game Boy cart from Konami, you can race with the best of 'em on some of the world's most challenging tracks. The fun begins as you choose your car and soup it up. Polish up your driving skills, such as passing, drafting, and following a line. Drive high-banked ovals, modeled after two famous raceways at Daytona and Atlanta, as well as the grueling road courses, representing Sears Point and Watkins Glen. And, to ensure that your car stays in tip top condition, there's a pit crew ready and waiting on the sidelines. Get on the fast track with Bill Elliott.

(Available June)

The Punisher (LJN)

Frank Castle, known to comic book fans as The Punisher, made his NES debut a few months ago, and now he's about to do it again on the Game Boy. The Game



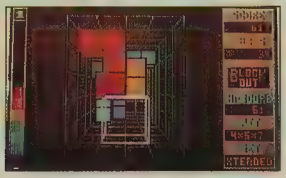
Boy version of The Punisher packs the same hot gameplay and options as its NES cousin. The vile Kingpin and his ruthless bunch of lackeys are cluttering the streets of New York City; you've been assigned clean up duty! Packing your famous Automatic Machine Pistol you must blast your way through five levels of over-the-edge, first person perspective, shoot-em-up action. No evil doers get past The Punisher. Are you gonna' sit back and let 'em get past you?!

(Available May)

You just missed him!

Lynx

Blockout (Atari)



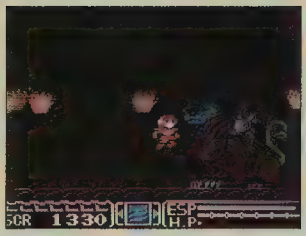
Puzzle games are hotter than ever this year, and Atari's got a real wildfire on its hands called Blockout. In this Weltris-style game, the object is to match 3-dimensional shapes together. Each successful match earns you points and makes the shapes disappear, clearing a path for the next set of shapes. What makes Blockout's seemingly simple concept so difficult to master are its unique 3-dimensional features. The 3-D shapes can be rotated 360 degrees. And instead of looking at them from a head-on perspective, you look at them from a bird's-eye view – as if you're looking down the shaft of a deep well. Not only that, but you can also change the depth of the "well." Add all this together and matching shapes become one brain-busting task! You may or may not master it, but you definitely won't ever forget it – Blockout!

(Available now)

Game Gear

Psychic World (Sega)

Try your hand or, shall we say, brain at a round of psychic mind-games with one one of Sega's premier Game Gear carts, Psychic World. Dr. Knavik's ESP research lab has been obliterated by an accidental explosion and all of his monstrous experiments have escaped into a strange and twisted psychic world. They've got a hostage, the doctor's assistant, Cecile, and you play her twin sister, Lucia, as you go head-to-head against 20 different types of creatures spread out over four stages of multi-scrolling action. How do you fight 'em?! With your four psychic skills, of course – nifty powers that enable you to do things such as whisk back to the beginning of a round and fly and leap. There are more traditional weapons, such as an Ice Gun, a Fire Gun, and a Stun Gun, at your disposal, too, but you have to figure out when and where to use each one! Psychic World's a real mind-blower!



(Available now)

Nintendo Zaps Tengen

The United States District Court of the Northern District of California has granted Nintendo of America a preliminary injunction against Atari Games Corporation and Tengen. That move prohibits Atari from marketing cartridges for the NES, which infringe upon the copyrighted Nintendo program "1ONES." In their decision the Court stated that "Atari lied to the Copyright Office in order to obtain the copyrighted 1ONES program." As a result of this ruling, expect Atari and Tengen to concentrate on developing software for the Sega Genesis and the NEC TurboGrafx-16.

Batman Returns in Early '92

Just in time for the movie sequel, Sunsoft plans to release Batman II for the NES in early 1992. The cart will be based on the movie (which means the Penguin is the big baddie) and is rumored to have two-player simultaneous action. In other Bat-news, look for Sunsoft's 4 meg Genesis version of the Caped Crusader's game to be on sale early June. See page 36 for more info and pix of this rad conversion.

The Caped Crusader will be winging his way to your Genesis this summer.

Nintendo Game Guru Joins Lucasfilm Games

Howard Phillips, Nintendo's Director, Game Creative has joined Lucasfilm Games as Executive Producer for video games and learning products. Phillips, who has worked at Nintendo of America since 1981, was one of the key game cart evaluators at Nintendo, as well as a Senior Editor at Nintendo Power magazine.

Lucasfilm Games recently entered into a partnership with Nintendo licensee JVC Musical Industries to create carts for the NES. Lucasfilm's first title is the highly anticipated "Star Wars" (see April ProNews). Also in the works at Lucasfilm Games is "Defenders of Dynatron City," a wild adventure game starring a weird gang of superheroes who must stop the sinister Dr. Mayhem (Do you think this guy's any relation to Dr. Wily?). Look for Star Wars and Defenders of Dynatron City before Christmas.

Asmik Announces First Super NES Title

D-Force is its name, and hot shooting action is the game. D-Force is Asmik's first Super NES title and it's an action-shooter

You have to be faster than that!

with lots of 3-D graphics. Done entirely in Graphics Mode 7, the same mode used for Pilot Wings, D-Force puts you in a fighter plane flying through 10 stages of action that span time itself. For those of you who missed our coverage of Pilot Wings (April Overseas Prospects), Graphics Mode 7 enables the Super NES to enlarge, reduce, and/or rotate the graphics quickly. It looks like D-Force is going to be a real eye-pleaser!

Video Games Take to the Skies

In-flight video games have come to America! All Nippon Airlines now offers a choice of six video games for all passengers flying between New York and Tokyo. Passengers play the games on Sony monitors connected to armrests between their seats. The games, all created by Konami, run the gamut from sports to action. There's a color version of the Game Boy title, Quarth, a baseball game called Crashing Pennant Race 2 (looks sorta' like RBI Baseball), a racing-shooting cart called Road Fighter, a golf title, a mahjongg game, and a jump n' dodge adventure featuring a penguin. Sounds more exciting than the in-flight music service!

Accolade Launches "Ballistic™" Software

Accolade announced its official entrance into the 16-bit game market with the launch of Ballistic, a new brand of entertainment software which company officials expect to dominate the high-end of the 16-bit market. The first salvo of Ballistic video games will cover the Sega Genesis and the TurboGrafx-16, later they'll target the Super NES.

The first four Ballistic brand releases are HardBall!, Star Control (see review on page 44), Onslaught, and Turrican. All four are Sega Genesis products.

Capcom Opens Vid-Game Area in Disneyland

A video game entertainment area featuring Capcom/ Disney titles for the NES opened April 19 at Disneyland. This special area will be open for the next nine months. Park goers can play hit Capcom titles such as: Chip n' Dale Rescue Rangers, DuckTales, Adventures in the Magic Kingdom, TaleSpin, and Mickey Mousecapade. Capcom Disney titles will also be on sale at the location. Zippeedeedooda!

Take control of your favorite Disney character at Capcom's video game display.

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Okay, who's the wiseguy that hit pause!

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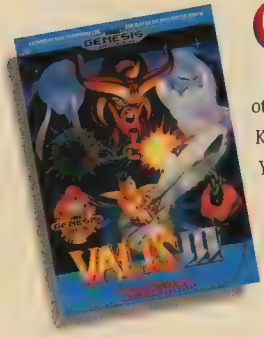

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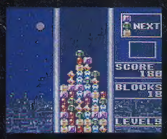

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